



Ludlow Hockey Association

Player Evaluation & Selection Process

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Player Evaluation & Placement Specifics

Player evaluation and placement, like player development, is a process - effective management of the process will make a young players experience in hockey a more positive one.

Having a solid player evaluation process in place can help make the process much easier. Not only will it give the association a reference point in dealing with parents, it will also give you and your coaches a starting point to determine where your players are at skill wise, thus beginning the process of utilizing the various Hockey programs to educate parents, and coaches, on the importance of developing skills.

Objectives of a Player Evaluation

- To provide a fair and impartial assessment of a player's total hockey skills during the skating and scrimmage sessions
- To ensure that players have a reasonable opportunity of being selected to a team appropriate to their skill levels as determined during the on-ice evaluations of the current year.



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- To provide coaches with the opportunity and flexibility to build a team based in part on their own coaching philosophy and knowledge of player skills and attitude.
- To provide uniformity and consistency in the evaluation process such that a player and parent expectations are consistent from year to year as players move through the various levels of the association's programs
- To form teams to maintain balanced and competitive play where the athletes can develop and participate equitably and have fun playing hockey during the season.
- To provide feedback in order to develop players

Questions and Answers

Q: Who will do the evaluations?

A: There are 3 key groups involved in the evaluations:

- On-ice coaches to take players through the session
- Off-ice evaluators who will be responsible to evaluate every player on the ice during the time allotted. There may be on-ice evaluators depending on the particular situation.
- Off-ice administrators who will be responsible for tracking evaluations, contacting parents and players and scheduling sessions.

Q: What should my son/daughter wear to the evaluation?

A: Full equipment is always mandatory. This includes:

- Protective cup
- Shin pads
- Hockey pants
- Shoulder pads
- Elbow pads
- Skates
- Hockey gloves
- Hockey stick
- CSA approved helmet and full shield
- Neck guard and mouth guard

Q: What happens after the evaluation sessions?



A: Upon the completion of evaluations the evaluation scores are collected and organized to match the pinney number of the participant to his/her name. The LHA Board of Directors holds a meeting to determine the number of teams that will compete in the following season. Once the number of teams is decided, the players are placed according to score on the appropriate team. After the teams have been finalized, the rosters are posted to each team on the LHA web site accordingly on or about May 1.

Q: Will the player be evaluated in a skill and game environment?

A: In order to give each and every player a fair opportunity to exhibit the range of skills that they possess they will be evaluated in a game and skill environment. At the younger age levels a greater emphasis will be placed on the evaluation of skills - as the players get older the game or scrimmage sessions will have a greater overall impact on the player's placement within the program. Evaluation drill selection will reflect this philosophy.

Player Selection Criteria

The following is a reference that will be provided to evaluators prior to the player selection process. An age specific skills progression checklist is used to design evaluation drills and serves as a reference for player selection.

The list can be found at

<http://usahockey.cachefly.net/Coaching/Manuals/SkillProgressionBook.pdf>.

General Overview of the Skills to Play the Game

Skating

Acceleration, speed, mobility, agility, balance, stride, crossovers, pivots, acceleration out of turns, quick feet, controlled skating, change of pace.

- Can the players perform the basic forward and backward stride?
- Are the players knees well bent with the back slightly forward and the head up, or is the player hunched over, bending at the waist with little knee bend?
- Good skaters will use long strides with a complete recovery of the stride leg before striding with the other leg. Their strides will look very smooth and appear not to require much effort to move around the ice?



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- Does the player look smooth when they skate or do they appear off balance?
- Can the player turn in both directions with little trouble or do they struggle to turn in one or both directions?
- Can the player stop in both directions? Younger players will often have trouble stopping in one direction?
- Can the player keep up with the play or do they struggle to stay with the other players on the ice?

Passing

Passing, receiving, passing choices, on backhand, unselfish with the puck, presents a good target, receives and retains with control, touch passing.

- Can the player pass the puck to its intended target with minimal effort?
- Can the player make an accurate pass to a moving target?
- Can the player receive a pass on their backhand or do they tend to shift their body to receive the pass on the forehand?
- Can the player pass the puck off of the backhand with some speed and accuracy?
- Does the player call for the puck vs. banging their stick on the ice or saying nothing at all?
- Does the player passing the puck make eye contact with the intended receiver or do they just pass the puck blindly?
- Can the player execute a saucer pass over sticks and other obstacles?
- Can the player pass the puck off of the boards to another player?

Puck Control

Head is up, smooth and quiet, good hands, protection, creativity in small spaces, adjustments in traffic.

- Does the player have the basic skills to execute a forehand pass?
- When the player passes the puck do they slap at it or is the motion smooth with the player following through to the intended target?
- Does the player appear to be comfortable handling the puck while skating or do they appear to fight the puck and have trouble skating with some speed while handling it?
- Can the player keep his/her head up while carrying the puck?
- Can they execute dekes and fakes with the puck?
- Can't they stop quickly or change directions while handling the puck?
- Can the player continue to handle the puck while in traffic and under pressure?
- Does the player get pushed or checked off the puck easily?



Shooting

Power, accuracy, quick release, can shoot in motion, goal scorer, rebound control, variety of shots.

- Can the player execute the technique of a wrist shot and backhand?
- Does the player follow through to the target on all shots?
- Can the player raise the puck?
- Is the puck shot with some velocity?
- Does the puck sit flat in the air or does it wobble?
- Can the player execute a one-time shot?
- Is the player accurate when shooting?

Positional Play

Ability to see the play developing both offensively and defensively and moves to support, judgment, anticipation, understands systems, disciplined.

- Does the player seem to understand where he/she are to play on the ice?
- Do they support the puck in defensive and offensive situations?
- Does the player show patience or do they tend to panic when pressured?
- Do they protect the mid lane and force opposing players inside out?
- Can the player angle another player off of the puck?
- Does the player force the play or do they wait too long? Checking Concept of angling, good body position with balance and control, defensive side position, aggressive checker, strength, taking checks.
- Can the player execute basic stick and body checks?
- Does the player check properly with their hands down or do they get their arms up to give a check?
- Can the player receive a check properly, not turning their back and staying close to the boards?
- Can the player check and opposing player and pin them on the boards?
- Does the player shy away from other players?



Age & Ability Specific Scenarios

Mite Player

Due to the number of participants at the Mite level, the group of registered players will be divided into (2) groups by alphabetical order of last name. Each mite player will be required to attend (2) evaluation sessions. The first is focused on skills, the second on game play.

Session 1

Mite Players – last names A-M

Player participates in station based practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to skating and puck skills (shooting, passing, stickhandling, etc.).

Session 2

Mite Players – last names N-Z

Player participates in station based practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to skating and puck skills (shooting, passing, stickhandling, etc.).

Session 3

Mite Players - All

Player participates in small area games with a numbered pinney. The ice will be divided into thirds, and small area games will be played in a 3 v 3 format with small nets and no goalies. Games may be designed with passing or rule restrictions to encourage passing, awareness, aggressiveness and competition.

The player is given a score for each of the aspects of the game as he/she has demonstrated over the course of the 2 sessions. The score is totaled for all players in the division and the teams are divided based on ability. In the event of a tie score, the following aspect categories are used as a tie-breaker in the following order of importance:

1. Skating score
2. Puckhandling Score
3. Gameplay Score
4. Evaluation made by previous coach
5. Discretion of the board



Session	Date	Time	Div	Description
1	TBD	TBD	Mite	Mite Eval Session 1 - Skills
2	TBD	TBD	Mite	Mite Eval Session 2 - Skills
3	TBD	TBD	Mite	Mite Eval Session 3 - SAG

Squirt Player

There are 2 possible tracks for a Squirt player. Should the player feel they are able to compete at the highest level of competition supported by LHA, they are free to register and attend the Squirt "A" Evaluation sessions in Week 1.

Track 1

The process is as follows:

Session 1

- Player participates in practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to skating. The player is given a score for each of the skills.

Session 2

- Player participates in practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to puck handling.

At the end of Week 1

- The scores will be totaled and a number of players will be placed on the "A" team, with all others added to the pool and continuing the evaluation process. The early selected players are not required to continue the evaluation process.
- All remaining players will be added to the player pool.

Note: Addition to the player pool does not indicate the player will not be selected for the "A" team. It indicates that the player requires further evaluation amongst players of various skill levels to make a firm determination that they belong at the highest level of competition. It is possible that very few players will be removed from the evaluation process following "A" evaluations. The goal is to provide opportunity for highly skilled players to stand out from average players.



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- If the player is added to the pool, they must attend the Pool Evaluation Session 3 and receive yet another score on skills. The scores received from the “A” level tryout will be discarded. Following the Pool evaluation session, the Pool will be broken into Group 1 and 2 based on scores from Session 3. Players will be notified which session to attend.
- During Gameplay Session 4 or Session 5, the player will participate in scrimmage games and receive a score for gameplay. After all of the sessions are complete, the scores for each are totaled and the "A" team roster will be filled out with those players who scored highest in all aspects of the Pool evaluation process, the "B" team will consist of the next highest scores divided evenly. In the event of any tie scores, the following aspect categories are used as a tie-breaker in the following order of importance:
 1. Skating score
 2. Puckhandling Score
 3. Gameplay Score
 4. Evaluation made by previous coach
 5. Discretion of the board

Session	Date	Time	Div	Description
1	TBD	TBD	Squirt	Squirt A Eval Session 1
2	TBD	TBD	Squirt	Squirt A Eval Session 2
Preliminary Selections Made				
3	TBD	TBD	Squirt	Squirt Pool Eval - Skills
4	TBD	TBD	Squirt	Squirt Gameplay Group 2
5	TBD	TBD	Squirt	Squirt Gameplay Group 1

Track 2

If the player does not wish to try out for the highest competitive level, the process is as follows:

The Pool Evaluation Process

Session 3

- The player must attend the Pool Evaluation Session 3 and receive a score for Skills. Following Session 3, the Pool will be broken into Group 1 and 2 based on scores from Session 3. The player will be notified which Group they will participate in.



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Sessions 4 & 5

- During Gameplay Session 4 or Session 5, the player will participate in scrimmage games and receive a score for gameplay. After all of the sessions are complete, the scores for each are totaled and the "A" team roster will be filled out with those players who scored highest in all aspects of the Pool evaluation process, the "B" team will consist of the next highest scores divided evenly. In the event of any tie scores, the following aspect categories are used as a tie-breaker in the following order of importance:
 1. Skating score
 2. Puckhandling Score
 3. Gameplay Score
 4. Evaluation made by previous coach
 5. Discretion of the board

Session	Date	Time	Div	Description
3	TBD	TBD	Squirt	Squirt Pool Eval - Skills
4	TBD	TBD	Squirt	Squirt Gameplay Group 2
5	TBD	TBD	Squirt	Squirt Gameplay Group 1

PeeWee Player

There are 2 possible tracks for a PeeWee player. Should the player feel they are able to compete at the highest level of competition supported by LHA, they are free to register and attend the PeeWee "A" Evaluation sessions in Week 1.

Track 1

The process is as follows:

Session 1

- Player participates in practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to skating. The player is given a score for each of the skills.



Session 2

- Player participates in practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to puck handling.

At the end of Week 1

- The scores will be totaled and a number of players will be placed on the "A" team, with all others added to the pool and continuing the evaluation process. The early selected players are not required to continue the evaluation process.
- All remaining players will be added to the player pool.

Note: Addition to the player pool does not indicate the player will not be selected for the “A” team. It indicates that the player requires further evaluation amongst players of various skill levels to make a firm determination that they belong at the highest level of competition. It is possible that very few players will be removed from the evaluation process following “A” evaluations. The goal is to provide opportunity for highly skilled players to stand out from average players.

- If the player is added to the pool, they must attend the Pool Evaluation Session 3 and receive yet another score on skills. The scores received from the “A” level tryout will be discarded. Following the Pool evaluation session, the Pool will be broken into Group 1 and 2 based on scores from Session 3. Players will be notified which session to attend.
- During Gameplay Session 4 or Session 5, the player will participate in scrimmage games and receive a score for gameplay. After all of the sessions are complete, the scores for each are totaled and the "A" team roster will be filled out with those players who scored highest in all aspects of the Pool evaluation process, the "B" team will consist of the next highest scores divided evenly. In the event of any tie scores, the following aspect categories are used as a tie-breaker in the following order of importance:
 1. Skating score
 2. Puckhandling Score
 3. Gameplay Score
 4. Evaluation made by previous coach
 5. Discretion of the board

Session	Date	Time	Div	Description
1	TBD	TBD	PeeWee	PeeWee A Eval Session 1



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2	TBD	TBD	PeeWee	PeeWee A Eval Session 2
Preliminary Selections Made				
3	TBD	TBD	PeeWee	PeeWee Pool Eval - Skills
4	TBD	TBD	PeeWee	PeeWee Gameplay Group 2
5	TBD	TBD	PeeWee	PeeWee Gameplay Group 1

Track 2

If the player does not wish to try out for the highest competitive level, the process is as follows:

The Pool Evaluation Process

Session 3

- The player must attend the Pool Evaluation Session 3 and receive a score for Skills. Following Session 3, the Pool will be broken into Group 1 and 2 based on scores from Session 3. The player will be notified which Group they will participate in.

Sessions 4 & 5

- During Gameplay Session 4 or Session 5, the player will participate in scrimmage games and receive a score for gameplay. After all of the sessions are complete, the scores for each are totaled and the "A" team roster will be filled out with those players who scored highest in all aspects of the Pool evaluation process, the "B" team will consist of the next highest scores divided evenly. In the event of any tie scores, the following aspect categories are used as a tie-breaker in the following order of importance:
 1. Skating score
 2. Puckhandling Score
 3. Gameplay Score
 4. Evaluation made by previous coach
 5. Discretion of the board

Session	Date	Time	Div	Description
3	TBD	TBD	PeeWee	PeeWee Pool Eval - Skills
4	TBD	TBD	PeeWee	PeeWee Gameplay Group 2
5	TBD	TBD	PeeWee	PeeWee Gameplay Group 1



Bantam Player

Session 1

- Player participates in a practice with a numbered pinney. Each drill is designed to allow the player to exhibit one or more specific hockey skills related to skating.

Session 2

- Player participates in a practice with a numbered pinney . Each drill is designed to allow the player to exhibit one or more specific hockey skills related to puck skills (shooting, passing, stickhandling, etc.).

Session 3

- Gameplay - the player will participate in scrimmage games and receive a score for gameplay. After all of the sessions are complete, the scores for each are totaled and the "A" team roster will be filled out with those players who scored highest in all aspects of the evaluation process, the "B" team will consist of the next highest scores divided evenly. In the event of any tie scores, the following aspect categories are used as a tie-breaker in the following order of importance:

1. Skating score
2. Puckhandling Score
3. Gameplay Score
4. Evaluation made by previous coach
5. Discretion of the board

Session	Date	Time	Div	Description
1	TBD	TBD	Bantam	Bantam Eval Session 1
2	TBD	TBD	Bantam	Bantam Eval Session 2
3	TBD	TBD	Bantam	Bantam Gameplay

Goaltenders



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Squirt, PeeWee and Bantams who wish to evaluate as a goaltender must declare to do so at the time of registration.

Squirt Goaltenders

Only the Squirt age division will allow goalies to play part time. During the registration process, the Squirt player must indicate whether they are a full-time or part-time goaltender.

PeeWee & Bantam Goaltenders

The PeeWee and Bantam age divisions do not allow part-time goaltenders. During the registration process, the PeeWee or Bantam player must indicate that they wish to evaluate as a full time goaltender or as a skater.

- PeeWee through Bantam will utilize full time goaltenders that will play that position the entire season. Goaltenders will be placed based on evaluation scores and placement will be reviewed by the BOD and adjusted where necessary to maximize development and maintain the competitive level of the team.
- If there are enough Goalies trying out in PeeWee through Bantam, some teams may receive 2 goaltenders.
 - If there are 2 goaltenders on a team, they will share equal net time in all of the practices and the games. Games may be split or a “play one – sit one” rotation can be used. This will be a decision that can be left to the Coach and the goaltenders to work out. At no time may a Coach replace a goaltender with a skater from the team, unless the goaltender is unavailable or is injured and cannot play.
- In the Squirt age division, part time and full time Goalies will be placed according to goaltending score first, and skater evaluation score will be considered as well. In the event of a conflict between placements, the BOD will review all scores and make a determination that is best for the team and the part time goaltender’s development as a player/goalie.
- At the Mite level, it is encouraged that all teams give every player who wants a chance to play goaltender the opportunity to do so.

The goaltender evaluation process is as follows:

Session 1

- The goalie participates in a goaltending evaluation with a specific focus on movement, skating, and hard skills.



Session 2

- The goalie participates in a goaltending evaluation with a specific focus on gameplay, reaction, rebound control, awareness and soft skills related to the position.

Session	Date	Time	Div	Description
1	TBD	TBD	Goalies	Goalie Eval Session 1
2	TBD	TBD	Goalies	Goalie Eval Session 2

Parental Involvement

To ensure that we are able to provide a fair evaluation and minimize stress during the evaluation process we ask that parents refrain from distracting any skaters or evaluation personnel during the sessions. Please be guided by the following:

- Please keep away from the glass, benches and boxes and take a seat in the stands during the evaluation sessions.
- Parents may not contact evaluators at any time before, during or after evaluations to discuss any part of the process or results.
- Please refrain from yelling, cheering and cat-calling from the stands during the sessions. Players should be ready to remain focused on the on-ice proceedings without external influences.
- Evaluations can be a very stressful time for skaters and goaltenders. Please remember to provide a supporting environment for your children and keep the focus on having fun.

We appreciate your support in providing a fair, comprehensive and balanced evaluation process that will lead to a fun and successful upcoming LHA season!