

**Lake Bonavista Hockey Program**  
**2018/19 Evaluation Handbook**

**INTRODUCTION**

Welcome to the 2018/19 Lake Bonavista Hockey Season. The objective of the Evaluation Process is to provide every player a fair and integral process; that provides opportunity and is developed with respect to their best interests.

Each player's hockey season will begin with evaluations. This year evaluations will take place from Monday, September 3rd to Monday, September 24th. The final age group is Bantam and commences later in the month to accommodate Quadrant tryouts.

For updated evaluation information please visit the Lake Bonavista Breakers Website [www.breakershockey.ca](http://www.breakershockey.ca)

While this is an exciting time of year, it can also be a stressful time for both parents and players. To help make the experience less stressful and more enjoyable, we have developed evaluation goals:

- To place all players at the appropriate level, on balanced competitive teams so they may have a fun and rewarding experience during the 2018/ 2019 hockey season.
- To ensure the evaluation process is honest, fair, and comprehensive and has the best interest of all players in mind.
- To reduce stress and anxiety for players and parents through communication of the evaluation process.

As parents, you can help the process by:

- Reading all communication (emails) distributed by division age group coordinators and the LBHEC.
- Attending the Parent Evaluation Info Night.
- Getting your child to the arena a minimum of 30 minutes before evaluation sessions.
- Ensuring your child is dressed and ready to go on the ice 15 minutes prior to their evaluation time. This will give on-ice instructors and age group coordinators the chance to explain the session to the players. **Please note that the coordinators will not allow players to go on the ice if they do not have all of the necessary equipment as required by Hockey Calgary, this includes mouth guards and neck guards. LAKE BONAVIDA requires that all players above Timbits wear a mouth guard.**
- Staying positive. Support your child throughout the process. Don't sweat the small stuff – kids fall, miss pylons and passes. It's all part of hockey.
- Demonstrating acceptable behavior - Unacceptable behavior from parents during evaluations includes yelling at your child on or off the ice, coaching your child from the stands or on the bench, abusive or threatening language and actions.

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Anyone participating in abusive or unacceptable behavior can be removed from the spectator viewing area.

- No videotaping or photography during evaluations is permitted.

Each age group will have as many evaluators as possible; effort is made to target 10 to 20 evaluators per session. For divisions with goalies, the net minders will be evaluated by an additional group of evaluators during the evaluation sessions.

The evaluators will be dispersed within the arena, separated from spectators.

**Evaluators are not permitted to evaluate age groups they have children or relatives participating in.**

Parents can view the sessions from the visitor (north) section/stands. ONLY evaluators are permitted to view the sessions from the home (south) section/stands.

Please respect the integrity of the process and our evaluators; **DO NOT** approach evaluators with questions about rankings or marks. Evaluation information is kept confidential. Should you have questions, please contact your Division Age Group coordinators and the VP On Ice.

### **EVALUATION APPAREL:**

Only Lake Bonavista Breaker Apparel is permitted. All players evaluating must wear official Lake Bonavista Breakers Socks (home or away) and assigned LB Evaluation Jerseys. Socks will be available for purchase prior to evaluations. Jerseys will be assigned at each ice time and are to be left in the dressing room following each session

### **GROUPING OF PLAYERS FOR FIRST EVALUATION SESSION**

Where possible, players shall be grouped for the first evaluation session based on the level of play of the previous season and when necessary and available, feedback from previous year's coaches. The Novice Minor group will begin their process with a skills session to determine placement for their initial evaluation session.

### **INITIAL POOL POPULATION WITH 4 GROUPS**

#### Atom Grouping

Starting group	Group size	2 <sup>nd</sup> Year Player Team#	New age group last season team#
A	24-30	Atom 1 & 2	Novice 1
B	24-30	Atom 3 & 4	Novice 2
C	24-30	Atom 5, 6	Novice 3, 4
D	24-30	Atom 7	Novice 5,6,7

#### PeeWee Grouping

Starting group	Group size	2 <sup>nd</sup> Year Player Team#	New age group last season team#
A	24-30	PeeWee 1 & 2	Atom 1
B	24-30	PeeWee 3 & 4	Atom 2
C	24-30	PeeWee 5, 6	Atom 3, 4

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D	24-30	PeeWee 7	Atom 5,6,7
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Bantam Grouping \*\* non checking players cannot be placed in pool A

Starting group	Group size	2 <sup>nd</sup> Year Player Team#	New age group last season team#
A	24-30	Bantam 1 & 2	PeeWee1
B	24-30	Bantam 3 & 4	PeeWee 2, 3
C	24-30	Bantam 5, 6	PeeWee 4,5
D	24-30		Peewee 6,7

NOTE: Group sizes and placement are subject to change based on final registration numbers and ice schedule.

In the event players need to be pulled up to fill a pool or age groups utilize less or more than 4 pools, The below order should be followed when filling pools:

1. 2<sup>nd</sup> year Team 1
2. 2<sup>nd</sup> year Team 2
3. 1<sup>st</sup> year -previous age group team #1
4. 2<sup>nd</sup> year team 3
5. 1<sup>st</sup> year -previous age group team #2
6. 2<sup>nd</sup> year Team4
7. 1<sup>st</sup> year- previous age group team#3
8. 2<sup>nd</sup> year Team 5
9. 1<sup>st</sup> year -previous age group Team 4
10. Second year team 6
11. 1<sup>st</sup> year- previous Team 5
12. Second year team 7
13. First year - previous age group team 6
14. First year- previous age group team 7
15. House league

Example of order for Atom Age Group:

Atom 1, Atom 2, Novice 1, Atom 3, Novice 2, Atom 4, Novice 3, Atom 5, Novice 4, Atom 6, Novice 5, Atom 7, Novice 6, Novice 7

### **NUMBER OF PLAYERS PER EVALUATION GROUP**

All attempts will be made to have no more than 30 players in any evaluation group. This will vary based on player numbers and ensuring competitive groupings. An effort will be made to have an equal number of players on the ice for the purposes of drills and scrimmages.

Example: 30 players in group; 15 per team, 28 players in a group, 14 per team, and so on.

### **PLAYER MOVEMENT (Novice-Bantam)**

Movement is determined upon player rankings within their groups. Attempts will be made to have a percentage of each group moved following the first evaluation.

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Example: One-fourth of Group 1 will move to Group 2 for the second evaluation. One-fourth of Group 2 will move to Group 1 or Group 3, and so on.

**Following each evaluation session** players may move up or down in their respective pools. Players are capable of movement up and down throughout the entire evaluation process. Thus providing players the opportunity to continuously improve their final ranking.

**The movements are dependent on evaluations and score/rankings and thus the outcomes of each evaluation will dictate the number of players moved.**

### **EVALUATION PROCESS**

Through the process players will participate in a maximum 5 evaluation skates. At the completion of each skate players will be given an averaged score and ranked. The scores are an average of the scores given by evaluators. These scores will determine a player's ranking. Players are ranked according to the number of players in the age group (example: if there are 100 players in Atom, the players will be ranked 1-100).

In Peewee and Bantam players are ranked within the position they are evaluating for (example Forwards: 1-60 & Defense: 1-40).

### **LOCKING / PULLING PLAYERS**

Players can be "Pulled" from evaluations if they have clearly established their position on Team 1. The ability to pull players from evaluations enables greater movement upwards for other players and enables evaluators a better opportunity to evaluate other players.

Players can be "Locked" on a team if their evaluation rankings consistently place them on the team with which they are being locked. A "Locked" player will skate for a maximum of one session before being "Pulled". The evaluation committee will choose to "Lock" players if the numbers still require them to skate. Evaluators will not rank players that are "Locked". Note: Neither Parents or Players will be notified that a skater has been locked.

The Lake Bonavista Sports Philosophy states that each player is entitled to a minimum of three evaluation skates.

For players not locked or pulled, at the conclusion of skate 5, the player's average rankings in skates 2, 3, 4 & 5, will determine their team placement.

It is the role of the VP on Ice to make the final decision on the locking or pulling of players. The VP On Ice will consult with age group coordinators and key members of the Executive Council prior to making the final determinations.

### **EVALUATION LOGISTICS**

There will be a maximum of five game play evaluations for any one player. Novice Minor players will participate in an additional skills session. A breakdown is outlined below.

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- Novice Minor
  - Skills Session: Players participate in 4 timed skills drills. Player's times are averaged to determine their starting pool for the first evaluation game session.
  - Evaluation Sessions: Sessions 1 thru 3 commence with 8-15 minutes of an untimed skills drill, followed by 4 on 4 game play.
- Novice Major
  - Evaluation Session: Sessions 1 thru 4 commence with 8-15 minutes of an untimed skills drill, followed by 4 on 4 game play.

Age appropriate volunteers will oversee novice games, ensuring fair play and game flow. There will be no off sides called. Following the scoring of a goal the team who scored will clear the zone (blue line) and the opposing team will gain puck possession. Shifts will be 60 to 90 second intervals.

### **ATOM, PEEWEE, BANTAM**

All 5 Sessions will commence with 10-15 mins of a skills drill, with the remainder of all sessions being game play.

Age appropriate licensed referees will referee games. Referees will whistle down penalties, icings and offside. Score may be kept to encourage a competitive environment, but not for stats. Shifts will be timed at 60 to 90 second intervals.

The skill drills for each division are identified for each age division and located under the evaluations tab at [www.breakershockey.ca](http://www.breakershockey.ca). Parents and players are encouraged to review these prior to their first evaluation.

### **ATOM/PEEWEE/BANTAM GOALIE EVALUATIONS**

Goalies will have 2 goalie specific skills evaluation sessions and will also be evaluated during the player evaluation sessions. 50% of the overall evaluation weighting will be placed on the 2 skills sessions and 50% on the player evaluation sessions.

Skills Evaluations (50%) - The initial skills evaluation will determine the seeding for the first player evaluation session. Drills will be used in both skills sessions that highlight modern goaltending techniques while the player evaluation sessions will simulate game play situations. Goalies will be ranked against their peers on specific drills. The combined score from all drills will determine their ranking for each skills session.

Player evaluation sessions (50%) - Goalies will be rotated between nets through the player game sessions to ensure equal time against both teams and equal visibility to the evaluators. During the player evaluations sessions, goalies will be ranked on both physical traits and technical skills with the evaluators assigning a ranking against the goalies in their specific grouping.

Player movement – After each player evaluation session, approximately 1/3 of all goalies move up or down based on their ranking in their grouping. Goalies can be pulled from the evaluation process if they achieve a large enough point differential from the next ranked goalie.

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### **EVALUATORS**

All attempts to attract knowledgeable hockey people to be our evaluators will be made. Age group coordinators and the VP On Ice are responsible for the recruitment of evaluators however all Hockey Council members are encouraged to assist in recruitment. Evaluators are not permitted to evaluate an age group in which their own children are playing. In order to ensure specific knowledge and a broader understanding of the goalie position, outside accredited goalie evaluators will evaluate the 2nd goalie skills session and player sessions 1, 3 & 5.

### **RANKING SYSTEMS**

Evaluators will be asked to evaluate players on items like skating, puck handling, shooting, hockey sense, grit, heart and desire. Based on their observations, each evaluator will rank players from top to bottom in any given group.

Example: If there are 24 players in a session, the players will be ranked from 1 to 24

### **PLACING OF PLAYERS WHEN SCORES ARE EQUAL**

If two or more players have the same overall ranking for the final team positions, the following steps will be taken to place players on the appropriate teams:

1. Player's head to head evaluation scores will be compared with consideration going to the winner. Note: Head to Head is defined as an evaluation skate in which both skaters participated in the exact same session. If there is no clear differentiator, then
2. Players will be placed according to their respective years of birth, with consideration going to the second year player over the first year player. If both/all are either first or second year players, then:
3. They will be placed as determined by the VP On Ice and the Division Age Group Coordinators who will consult with previous coaches.

### **MISSED EVALUATIONS / INJURIES**

It is the responsibility of the player/family to notify their age group coordinator **prior** to their scheduled evaluation if they are unable to participate in a session via email, phone or in person. Any player who misses an evaluation session will have their next placement reviewed by the Division Age Group Coordinators and the VP On Ice

1. Medical notes are required for any player missing evaluations due to sickness or injury. Medical notes **MUST** be presented within 48 hours of a missed session (24 hours of the last evaluation skate)
2. Failure to provide a medical note will result in a player receiving a ranking 2 points below the ranking they received from the previous session they participated in. This will be their score for the missed session and be utilized in the player's average to determine their final team placement.
3. A player who misses the first evaluation session may be moved down to another group based upon the movement of their peer group from the previous season. Players who miss the session following movement up a pool may be moved down based on the movement of their peer group from the previous session.

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4. Players who are not able to participate in the evaluation process due to illness / injury will be placed on a team based upon their peer group from the previous season with input from their coach from the previous season.
5. Players who are injured during evaluations will be placed on a team based on their performance during evaluations. They will not be placed on a higher team than any players who evaluated higher than them during any of the evaluations that they participated in.

### **COACHES**

After reviewing coach applications, previous coach reviews and in some circumstances interviewing prospective coaches the Division Age Group Coordinator and VP On Ice in conjunction with the VP Hockey Development will determine coach assignment. The VP Hockey Development will make the final determination for all Head Coach positions.

Coaches will be chosen after the evaluation process has been completed. **All persons that have applied to coach will be required to participate in a minimum of 6 evaluation sessions.**

All chosen coaches must complete a police check and participate in 2 hours of on ice development through the season.

### **PLAYER PLACEMENT COMMITTEE**

The VP On Ice will review final rankings with The Division Age Group Coordinators to determine final placement. Other key members of the executive may be consulted.

### **PLAYER PLACEMENT AUDITS**

Audit requests must be submitted using the Audit Request Form within 5 days of the team postings. The form can be found on the Lake Bonavista Breakers Website ([www.breakershockey.ca](http://www.breakershockey.ca) - under the evaluations tab)

The audit form must be emailed to the Division Age Group Coordinators and the VP On Ice. No requests will be accepted until a 24 hour time period from the team postings has elapsed. Any parent or guardian may request an audit, however only those requests that meet these criteria will be reviewed. There will be a \$100.00 fee charged for an audit.

The Division Age Group Coordinators, VP On Ice and President of Lake Bonavista Hockey will review and participate in the audit process and be present in the audit meeting with the parents/guardian of the player submitting the audit request. Requests should include player name, age group and the reason for the audit request.

Audit requests will be reviewed and responded to within 48 hours in order to facilitate a timely conclusion to evaluations and allow players and their teams to move forward.

During the audit you will be shown your players rankings throughout the evaluation process and their movement. An Audit will focus on the process outlined above, and any indication that the set process was not followed. Specific evaluation scores cannot be audited.

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**ONLY YOUR SON/DAUGHTERS NAME WILL BE SHOWN.** ANY OTHER PLAYERS NAMES WILL REMAIN BLANK. Only player's rankings around the audited player may be shown.

### **TEAM LIST POSTING:**

Following the completion of team assignments and coach selections team lists for each age group will be posted on the Lake Bonavista Hockey Website. Players will be listed by first name and last initial. Coaches will be provided their team lists prior to the posting and encouraged to call players. However to ensure all players within an age group are notified in a timely manner all teams will be posted together.

### **REVIEW**

At the conclusion of each evaluation season the current evaluation processes are analyzed and reviewed to ensure they are in line with the philosophy of the Lake Bonavista Hockey Council and the process continues to demonstrate fair, integral best practices. The Evaluation Committee lead by the VP On Ice, review and propose any changes to the President of Lake Bonavista Hockey and the Lake Bonavista Hockey Council. Parents are encouraged to complete Evaluation Surveys and offer feedback.

For any additional questions or information regarding the evaluation process please contact the VP On Ice for Lake Bonavista Hockey at [vponice@breakershockey.ca](mailto:vponice@breakershockey.ca)

### **PLAYER SELECTION CRITERIA**

Listed below is a set of evaluation criteria for each age group and goalies. Parents and players should review in order to gain an understanding of expectations prior to attending the evaluation sessions. Skills are assessed as they pertain and fit each age group.

### **OVERALL SKILLS FOR ALL AGE GROUPS**

- Skating
  - Speed, agility, balance, acceleration, lateral movement, tight turns, front/back skating, coordination and transition skating, mobility/balance, pivots
- Puck Skills
  - Passing and receiving (speed) (backhand/forehand), puck control, deking, puck movement, playing under pressure/traffic, puck protection. Soft hands,
- Scoring Skills
  - Shot variety, positioning to score or screen, release, accuracy, good hands,
- Hockey Sense
  - Awareness, read and react, understands the game, attitude, supports puck, adjusts from defense to offense, transitional play, compete level, positional play
- Grit



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- Aggressiveness, effort, puck pursuit, stick checks, body positioning, physical (disciplined) effort, mental toughness, wins battles, endurance, heart, body pins, physical presence

### **SELECTION CRITERIA – NOVICE / ATOM**

- Players are not evaluated on specific positions, but rather overall hockey skills and ability

### **SELECTION CRITERIA – PEE WEE/BANTAM**

- Players are evaluated on personal skills and skills specific to their chosen position

### **FORWARD: INDIVIDUAL SPECIFIC POSITION SKILLS**

- Skating, Grit, Hockey Sense, Puck Skill, Scoring
- Play Making and Puck Movement
- Defensive Play
- Face Offs

### **DEFENCE: INDIVIDUAL PLAYER SKILLS**

- Puck Movement/Play Making
- Net Play
- Board Play/Zone play
- Read the Rush
- Skating, Grit, Hockey Sense, Puck Skill

### **GOALTENDER: INDIVIDUAL PLAYER SKILLS**

- Reflexes
  - Ability to make save off of deflection on screenshot
  - Can recover and maintain position on shots
- Angles
  - Challenges shooters
  - Creates a wall for shooters
- Puck Control
  - Can set, pass, and cover the puck from both sides
  - Can pass when has to
  - Can clear puck with a shot
- Agility
  - Recover quickly from scrambles
  - Can get back to the net quickly
- Anticipation
  - Anticipates passes across the net and from behind
  - Can read offensive set-ups
  - Can react to strange bounces
- Consistency
  - Ability to continually make important saves
  - Not affected by a poor goal or weak effort by team-mates