



**PLAYER SELECTION  
RESOURCE GUIDE**

## **OBJECTIVES OF PLAYER EVALUATION**

- ◆ To provide a fair and impartial assessment of a player's 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.
- ◆ 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.

## **QUESTIONS ON PLAYER EVALUATION**

As an association you need to be prepared to answer the following questions to players, parents, ice officials, evaluators and other administrators. All of the information below should be public knowledge - this sets the tone for the evaluations and increases the transparent nature of the process.

### **I. When are the player evaluation sessions?**

The evaluation sessions will be communicated out to families of each of the players that will be trying out.

### **II. How many evaluation sessions will there be?**

Every player is guaranteed to have 2 ice sessions before there is a chance that they will be released to the next set of try outs below them.

### **III. What is being evaluated?**

Players are going to be evaluated on 3 things – Skating, Fundamentals (shooting, passing & stick handling) and game play.

### **IV. Who will do the evaluations?**

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 community situation.
- ◆ Off-ice Division Directors who will be responsible for tracking evaluations, contacting parents and players and scheduling sessions.

### **V. How are the players notified of their standing within the process?**

Players will be informed by the Division Directors who are responsible for tracking evaluations, contacting parents and players and scheduling sessions.

## **VI. Will the player be evaluated in a skill and game environment?**

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 minor hockey program.

## **VII. What happens after the evaluation sessions?**

Upon the completion of evaluations players will be contacted by their team. They will outline:

- ◆ Practice schedule
- ◆ Game schedule
- ◆ Introduction of coaches
- ◆ Setting of first meeting with parents and players

## **PLAYER SELECTION CRITERIA**

### **SKATING**

**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?
- ◆ 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?

### **FUNDAMENTALS**

**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 Skills** Head ups, smooth and quiet, good hands, protection, in small spaces, 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?

## **GAME PLAY**

**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?

## PLAYER SELECTION CRITERIA EVALUATOR CUE CARD

### SKATING

#### Skating – speed, quickness, technique

- ◆ Forward and Backward
- ◆ Turn both directions
- ◆ Stop both directions
- ◆ Are they in a good position for stability and strength

### FUNDAMENTALS

#### Passing – technique, control, vision

- ◆ Forehand and Backhand
- ◆ To moving and stationary target
- ◆ Vision – do they take a look and select best option
- ◆ Advanced – board passes, chips, saucer passes

#### Puck Skills – technique, open ice, confined space

- ◆ Open carry with speed
- ◆ Execute dekes and fakes on the 1 on 1
- ◆ Can they handle the puck in traffic and tight space
- ◆ Ability to maintain control while being checked

#### Shooting – technique, accuracy, velocity

- ◆ Forehand and backhand
- ◆ Wrist shot, snap shot, slap shot
- ◆ Velocity
- ◆ Accuracy
- ◆ Shot Selection – do they select the best shot for the opportunity?

### GAME PLAY

#### Game Understanding – Principles of Offence and Defense

- ◆ Player understands positional play
- ◆ Player supports the puck on the defensive and offensive side of puck
- ◆ Player communicates with teammates
- ◆ Player has the ability to read and react.

### **Skating Movements**

- ◆ Speed
- ◆ Quickness/Powerful Strides
- ◆ Pivots
- ◆ Control
- ◆ Lateral Movement
- ◆ Knee Bend
- ◆ Edgework
- ◆ Agility
- ◆ Mobility/Balance
- ◆ Down Movement
- ◆ Good Stance
- ◆ Smoothness/Coordination

### **Positioning**

- ◆ Square to shots
- ◆ Set for shots
- ◆ Maximizes net coverage in all areas
- ◆ Makes good decisions on whether to be on feet or down

### **Puck Tracking & Control**

- ◆ Can catch pucks
- ◆ Gets stick on shots
- ◆ Tracks pucks off body into rebounds
- ◆ Knows where puck is
- ◆ Sees pucks through traffic
- ◆ Can control rebounds in chest
- ◆ Tracks pucks into body/hands
- ◆ Finds rebounds immediately
- ◆ Effectively follows passes
- ◆ Visual lead before movement

### **Goaltender Sense**

- ◆ Athletic ability
- ◆ Positioning & movement
- ◆ Mental Toughness
- ◆ Stops pucks
- ◆ Communicates
- ◆ Coachability
- ◆ Skills evident
- ◆ Style/Size

### **Battle & Compete Level**

- ◆ Battles for pucks
- ◆ Covers pucks
- ◆ Mentally prepared
- ◆ Body language
- ◆ Scrambles to make saves when necessary
- ◆ Set for shots