



## Mission Statement:

To foster an environment where players can have fun and be successful in their skill level.

## Objective of the Evaluation Process

The evaluation process is about the players and is intended to provide a fair, consistent, and comprehensive evaluation that will result in players being placed at a level that is based upon their skill level when comparing them to athletes of the same age and category.

Through clear and concise communication, well planned ice sessions, and evaluator objectivity, every player will receive a fair and meaningful evaluation.

## Communication

The purpose of the communication of the BRBHA process is to provide all stakeholders an understanding of the Evaluation Process and to ensure that the rules are understood by participants, parents, evaluators and executive members.

The Age Group Coordinators are the contact for questions regarding evaluations, as well as general hockey concerns. Their contact information is posted on the BRBHA website.

## Evaluation Process

The evaluation process is made up of several components. It is important for parents and players to familiarize themselves with the process. This will help to better understand the goals and objectives of each of the sessions.

Evaluations can be a hectic and stressful time for players, parents and volunteers. Please remember that all members involved in evaluations are volunteers and that all dedicate time and energy in the effort to provide a fair and effective evaluation process. **Abuse of any member volunteering in the evaluation process may result in a disciplinary hearing and sanctions to the offending member.**

## Off Ice

### Pre-evaluation

- Parents should reference material within the BRBHA website to familiarize themselves with the evaluations process.
- A mandatory meeting for ALL evaluators to educate and familiarize with respect to:
  - session format
  - drills
  - scoring structure
  - forms
  - time commitment
- Players declare preferred positions for U13, U15 and U18. Players will primarily play their preferred position during evaluations. However, if there is a shortage of players for a position, players from the other position will fill in as required.
- **In U13, U15 and U18, regardless of what position a player declares and evaluates as, it will ultimately be the Head Coach that decides what specific position a player will play during the upcoming season.**
- For the U11 level specific positions are not declared (other than full time goalie). Players will be asked to play various positions throughout evaluations and the upcoming season.
- During evaluations, U11 level players will be scored on their overall performance during the sessions.



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- Player positions will not be a determinant in forming team rosters.
- The teams will be comprised of players of similar skill level.
- A rotation system has been developed for the U11 evaluation sessions, to ensure that players will move between forward and defense positions throughout each session. This will allow evaluators to get a better sense of a player's full abilities and equalize ice time as well. (See Appendix for examples of player rotation grid).
- There will be no specific positions in the U9 level as the players will be playing a half-ice 4 on 4 format.

### Evaluations / Evaluators

- Evaluators may evaluate the same level that they are coaching and/or have a child playing at but must not evaluate their own children.
- To ensure that players receive the best possible evaluation from a system made up primarily of volunteers, it is imperative that only those volunteers with a strong hockey background are evaluating players. However, it is understood in the younger levels there will be new coaches that have not been able to gain experience yet. At these levels, it would be desirable for these coaches to evaluate so that they may both gain experience for later years and contribute to this year.
- There should be no interaction between evaluators and parents in the arena. Conduct of this type undermines the impartiality of the evaluation process. All findings and results of the evaluation process will not be released or discussed by evaluators at any time. Attempts to interact with the evaluators will be considered a violation of our parent code of conduct.
- The scoring system is outlined in the Evaluation Scoring section.

### Pre-seeding

- Pre-seeding is designed to group players of like skill together to start the evaluation process. This is the process of placing players in initial groups based on the previous year age group category and the teams they played for last year. Pre-seeding groups liked skilled players together, maximizing the player's opportunity to fit and provide a positive experience in the evaluation process.

### Guidelines:

- The players will be placed in evaluation groups based on last year's team placement.
- Players who are new to hockey will start in the bottom group.
- Players transferring from other associations within the city of Calgary (Zone 9) will be placed in the appropriate evaluation group based on a divisional comparison of the past season between the players past association team and the most comparable Bow River team. If that information is not available, the player will be placed into a group at the discretion of the Evaluation Committee.
- Players transferring in from outside the City of Calgary will be placed at the discretion of the Evaluation Committee. The association may be required, from time to time, to evaluate the player in multiple groups to ensure proper seeding/placement.

**On Ice**

The number of sessions planned and the format of each session are identified in the table below. All ice times are expected to be 1 hour in duration unless additional or less time is deemed necessary by the Evaluation Committee.

Session #	U9	U11	U13	U15**	U18**
#1	Skills	Skills	4 on 4	Scrimmage	Scrimmage
#2	Skills	4 on 4	4 on 4	Scrimmage	Scrimmage
#3	4 on 4 (half ice)	Scrimmage	Scrimmage	Scrimmage	Scrimmage
#4	4 on 4 (half ice)	Scrimmage	Scrimmage	Exhibition/Coach Picks	Exhibition/Coach Picks
#5	4 on 4 (half ice)	Scrimmage	Scrimmage		
#6	n/a	Exhibition/Coach Picks	Exhibition/Coach Picks		

**\*\*U15/U18 Body Checking Evaluation Procedure Explained**

Player will declare their preference during registration to play on body checking or non-checking teams. There will be three evaluation sessions with body checking for players who have declared body checking and have taken the mandatory BRBHA Body Checking Clinic (or have signed a waiver stating they have previously been trained or accept the inherit risk of body checking).

The body checking players will be given final rankings after the 3<sup>rd</sup> session. The players that would comprise the 3<sup>rd</sup> and 4<sup>th</sup> teams will play in an intra-squad "coach pick" checking game. The teams will be evenly divided by the rankings and 12 coach pick players will be determined (6 bubble players for U15/U18 2 team coach pick and 6 bubble players for U15/U18 3 team coach pick) by the rankings. The U15/U18 2 and U15/U18 3 Head Coaches will pick 3 players to complete the team after the conclusion of the game (see Appendix E for methodology). All players not making the U15/U18 3 team will move to the non-checking evaluation sessions.

There will be three evaluation sessions for the non-checking teams. Players not making the body checking teams will be automatically entered in the remaining non-checking sessions. These players will be placed in a non-checking group as determined by the Evaluation Committee and may also participate in any non-checking evaluations that are still ongoing.

**Skills Sessions**

- The U9 skill sessions are used to evaluate players in on-ice drills. The scores make up 40% of the end scoring (60% is based on scores from the 4 on 4 sessions) that determines a player's final ranking and team placement.



- The U11 skills session is used to evaluate players in on-ice drills. Scoring is used to direct players to groups of similar skill level for the 4 on 4 or Scrimmage sessions. The scores used for ranking are not included in the end scoring that determines a player's final ranking and team placement.
- All people on the ice will be aware of the drills before taking the ice to ensure full utilization of the ice time (see Appendix B).

#### 4 on 4 Sessions

- The 4 on 4 sessions are designed to be dynamic.
- They will help showcase players' raw game skills in order to further the goal of continuing to move players to the group of appropriate skill level.
- Having fewer skaters provides more room for skating, passing, shooting and carrying the puck.
- It will increase the amount of play that takes place in more critical areas of the ice. In U11 and U13 this will help ensure that the goalies in each session receive adequate opportunity to be evaluated properly as well.
- Shift length will be based on the following table (shift includes the face-off other than for U9 where no face-off will occur)

Age Group	
U9	1.5 minutes
U11	1.0 to 1.5 minutes
U13	1.0 to 1.25 minutes
U15	1.0 to 1.25 minutes
U18	1.0 to 1.25 minutes

- The shift length will be decided by the Evaluation Committee prior to the session starting and will be consistent for that session. The Evaluation Committee may modify the shift length prior to the start of the next session.
- We will use referees whenever possible for officiating. When unavailable, on-ice instructors will provide officiating. Infractions that would be considered a minor penalty will result in the player being put on the bench for the remainder of the shift. **Serious infractions where dangerous or disrespectful conduct is observed will result in the player being removed from the rest of the ice session. Any player removed from the ice will require approval from the Bow River Board of Directors before continuing with evaluations.**

#### Scrimmage Sessions

- Scrimmage sessions will emulate full 5 on 5 game situations.
- Shift length will be based on the following table (shift includes the face-off.)

Age Group	
U11	1.0 to 1.5 minutes
U13	1.0 to 1.25 minutes
U15	1.0 minute
U18	1.0 minute



- The shift length will be decided by the Evaluation Committee prior to the session starting and will be consistent for that session. The Evaluation Committee may modify the shift length prior to the start of the next session.
- We will use referees whenever possible for officiating. When unavailable, on-ice instructors will provide officiating. Infractions that would be considered a minor penalty will result in the player being put on the bench for the remainder of the shift. **Serious infractions where dangerous or disrespectful conduct is observed will result in the player being removed from the rest of the ice session. Any player removed from the ice will require approval from the Bow River Board of Directors before continuing with evaluations.**

### Locking Players Prior to the Final Evaluation Session

- For U11 to U18, at the discretion of the Evaluation Committee, up to a maximum of 5 players may be “locked” out of the final evaluation session. These players will be asked not to evaluate for that final session. This may be done at both the lower group and upper group.
- For U9, at the discretion of the Evaluation Committee, up to a maximum of 7 players may be “locked” out of the final evaluation session. This may be done at both the lower group and upper group (total of 14 players). These players will be asked not to evaluate for that final session.

### Exhibition Games (Coach Pick Sessions)

- These will be inter-association or intra-squad games that will allow for determination of the team rosters.
- Head Coaches will be present.
- Coach picks will be made following each game.
- Referees will be used.
- Inter-association games will start with the second team of the age group level with the final inter-association game played by the first team of the age group level. This format is required for upward movement of players in this part of the evaluation process.

### Player Movement

- Player movement can occur both upward and downward throughout all evaluation sessions. Players are encouraged to do their best in each and every session.
  - In cases where the player is in a group that is multiple levels above or below his/her skill level the player will be moved to the appropriate level.

### Goalie Evaluations

Please see Appendix C for the Goalie Evaluation manual.

### Coach Picks

After completion of the final scrimmage session (5<sup>th</sup> on-ice session for U11 and U13, 3<sup>rd</sup> session for U15/U18) and tabulation of the final overall rankings for a particular age group, the team selection process will begin by determining the lock and pick groups. Briefly stated, the lock group represents a set group of players that are at the top of the rankings when a particular



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team is being selected and the pick group represents the remaining portion of the list from which coaches select players to complete their rosters. The lock players are automatically added to the team being selected and the players in the pick group are candidates for the remaining spots on the team in question.

Given the Association's objective of placing players according to ability, it is recognized that because the evaluation period is so short that subtle yet effective play is often not recognized. The goal of coach picks is to provide coaches some say in team make-up and to ensure that pick players are provided a final evaluation opportunity to be placed on the correct team.

These coach picks will apply to some teams in U11, U13, U15 and U18 age groups and will be completed by the Head Coach of the team during the inter-association or intra-squad games. If a team does not have a Head Coach by the time the evaluations process moves to the coach pick stage then a sub-committee of the Coach Selection Committee will nominate an appropriate person to make the coach picks for a team.

Assuming 15 skaters per team, the process for completing the coach picks and team formation will be as follows.

- For U11, U13, U15 and U18 a number of players will form the 'locked' group and the next 6 ranked players will form the 'pick' or 'bubble' group as shown in the table below.
- The evaluation committee may increase the 'bubble' size by a maximum 2-3 players in the event of tied scores or on other reasonable grounds.
- For U11 and U13, there will be Coach Pick games until there are two teams at the same divisional level (based on Hockey Calgary team grid). At the point where there are two teams at the same divisional level, the two teams will be evenly mixed based on the ranking and an exhibition game will be played. The Head Coach from the team above will pick 3 player from the 'bubble' group that are on both teams.
- There will be no further coach pick games after the intra-squad game described above.
- If possible, Team 2 plays first and the coach from Team 1 picks 3 players from the "bubble group". The 3 players not selected become part of the locked group for Team 2 and so on down until all teams are picked.
- If the number of skaters on a team is more or less than 15 then the 'bubble' group remains at 6, the number of pick selections remains at 3, and the number of locked players is increased or decreased accordingly.
- Players must participate in the evaluation game in person to be eligible to be selected from the bubble.

Please refer to the table below for additional detail.

<u>Lock/Pick Groups</u>			
<u>Team Size</u>	<u>Lock Group</u>	<u>'Bubble' Group</u>	<u># of Picks/Selections</u>
14	11	6	3
15	12	6	3
16	13	6	3
17	14	6	3
18	15	6	3

Notes:

1. The team size referenced above excludes goalies as they are selected separately and do not form part of the lock or pick groups.
2. The 'bubble' group may be expanded by a maximum 2-3 players as described above.



For each team, prior to the coach picks being made, the Evaluation Committee for the particular age group, consisting of an executive member, evaluation coordinator and the division coordinator, will review all players within the pick group with the Coach including what team and level each player played last year, position preference and any other relevant information.

Coaches will use the following criteria when making coach picks.

- Skill level of player including player's performance during the entire evaluation process and inter-association game.
- Fit of a player to the team including number of defense and forward players included within the lock group.
- Age of player; i.e. 2<sup>nd</sup> vs. 1<sup>st</sup> year.

Once the coach picks are completed they will be reviewed with the Evaluation Committee for final approval. The BRBHA will not disclose to the players or parents which players are part of the Lock Group and which players are part of the Pick Group.

**No Lobbying – no parent should contact a coach prior to a coach pick game to pressure or discuss the possible selection of their player during the game. This could result in the removal of that player from the bubble.**

### Volunteers

- Head and Assistant Coach commitment required.
  - Coaches are required to attend at least 10 hours of the evaluation sessions in their respective age groups and 5 hours of the evaluation sessions of another age group. The Evaluation Committee will provide the Coach Selection Committee with a summary of volunteer hours to confirm eligibility to be selected as a Coach or assistant coach.
- Evaluations are structured to include a minimum of 15 evaluator volunteers per session
- Ideally there will be 8 to 10 players per evaluator.
- We are targeting to have at least 5 scores per player per session.

The key to statistically valid evaluation scores is to collect as high a number of scores as possible. Higher numbers mitigate over and under evaluation of a player's skills and abilities.

### Exceptions

#### Sickness, Injury and Partial Attendance

- Exceptions will be handled on a case-by-case basis for absent players with the following pre-existing criteria:
  - Pre-season injury or condition
  - Injury that has occurred during the evaluation process
  - Illness
  - Family emergency
  - Quadrant tryouts
  - Travel/vacation
- A sub-committee of the Evaluation Committee will consider the case on its own merit and determine a reasonable and fair course of action, for the individual player and the players in the division. The sub-committee is made of the following members:
  - Evaluation Coordinator
  - Evaluation Division Coordinator
  - Bow River Bruins Executive member





- The Evaluation Sub-Committee will place the player on a team utilizing the following criteria:

#### Inadequate Participation

- o In the event that an absent player receives less than 2 sets of scores (i.e. player gets injured part way through their 2<sup>nd</sup> evaluation session) the Evaluation Sub-Committee will review the final placement of the teammates that the absent player played with the previous Bow River season. The absent player will be placed on a team within the range of the players that they played with in the previous season. For example, if 8 teammates from the previous season remain in the same age group as the absent player and the final placement (before coach pick games) of these 8 players is; 3 on Team 3, 2 on Team 4 and 3 on Team 5, then the absent player will be placed on one of the 3 teams where last year's teammates have ended up. Where possible, the coach/assistant coaches from the previous year will be asked to provide a confidential approximate ranking of where the absent player fit within the team's depth chart from last year. This ranking is for consultation purposes only and will not solely dictate final placement.

#### Adequate Participation

- o In the event that the absent player receives 2 or more sets of scores (i.e. player gets injured part way through their 3<sup>rd</sup> evaluation session) then the player will receive an average of their 2 or more scores. This average will remain until the player participates again in an evaluation session or evaluations conclude. *Please note, as evaluations continue players who are participating may receive higher and lower scores than the absent player's average. This will cause the absent player's ranking to move up or down dependant on the scores received by the other players and the potential for player movement.*
- o In the case for absent goaltenders, the above does not apply. Under this scenario, the Evaluation Sub-Committee will review any scores/ranking received through the evaluation process and obtain input from the previous season's coaches to assist in team placement.
- o In the case when an absent player does not have any teammates from the previous year in his/her age category or is new to the association, the Evaluation Sub-Committee will select a team and have the player evaluated in a minimum of two practices. The evaluations will be conducted by the Evaluation Sub-Committee. During this process the evaluators will review the skills of the player to ensure that they are being placed with players of similar skill level. Should their skills not match up to those players on the team selected the player will be moved to another team and the process will be repeated. Once placed on a team the decision of the evaluators is final and is not subject to appeal.
- Team placement of players unable to attend evaluations:
  - o Players who are unable to attend the evaluation ice sessions due to other commitments such as out of country travel must notify the Evaluation Sub-Committee in writing. This notification must occur immediately after being contacted with the evaluation ice times for the player. Once notified, the Evaluation Sub-Committee will place the player on a team utilizing the criteria listed above.
- Special ruling by the Board of Directors:
  - o From time-to-time special circumstances may arise, and the BRBHA Board of Directors reserves the right to review any absent placements, and to make adjustments to the placements on a case by case basis, to ensure fairness for all involved. In these special cases no other player will be required to move up or down to accommodate the movement in any special circumstance.





Note: Players' parents or guardians must relay information about an injury or illness to a division coordinator BEFORE the next evaluation session in order for the exception to be considered in the evaluation process of the player. Players are prohibited from participating in evaluations when they are sick. If the BRBHA becomes aware of sickness/illness of a player trying to participate in an ice session, it is the policy of Bow River to bar this player from participating.

**Any player that participates in an evaluation when sick/ill will be subject to disciplinary measures.**

Please note that BRBHA's philosophy is that no player shall gain an advantage nor suffer a disadvantage over other players by missing one or more evaluation sessions.

### **Evaluation Scoring:**

Evaluators will be asked to score players on skating (forwards / backwards), puck skills, compete and game sense. There is a 1 to 7 point scale and 1/2 points are *not* permitted.

Player scores will be an average of the scores for each skill evaluated. The players will then be ranked according to their average score to determine group placement for the next session.

Team placement is based on the average scores of Scrimmage Sessions (or 4 on 4 sessions in the case of U9). Skill session(s) and 4 on 4 session(s) scoring does not count in final team placement (with the exception of U9, as noted above).

1. Session scores are intended to place a player in a group and rank the player within a group.
2. Players that move up a group level will be scored at the same score as the lowest player remaining in the next higher group. For example a player that scores a 7 in a lower group and is moving to a higher group will not leapfrog players to the top rank in the higher group.
3. Players that move down a group level will be scored at the same score as the highest player remaining in the lower group. For example a player that scores a 1 in a higher group and is moving to a lower group will not leapfrog players to the bottom rank in the lower group.
4. Groups will be managed to allow for movement up from a lower group, but does not preclude player movement to a lower group.
5. Final scores used for team placement are calculated as an average of the last 3 game scrimmages (with the exception of U9 as noted above), 33%, 33% and 34% respectively.

See Appendix for an example Evaluation sheet.



**4 on 4 / Scrimmage:**Bow River Bruins Hockey Association  
Scrimmage Evaluation Score Sheet

Level \_\_\_\_\_ Session \_\_\_\_\_  
 Rink \_\_\_\_\_  
 Date \_\_\_\_\_ Time \_\_\_\_\_  
 Evaluator \_\_\_\_\_

Evaluator Pinney Picks*			
Top Picks		Bottom Picks	
1	2	1	2
Color			
Pinney #			

For each skill ----> 1 = One of the Weakest players on the ice  
 4 = Average player at that skill  
 7 = One of the Strongest players on the ice

Sheet No.

**1**

Pinney Color #	Position	Skating Forward & Backward					Passing & Puckhandling					Compete Level & Intensity					Game Sense & Hockey Knowledge				

**Include  
these  
in  
your  
score !**

Acceleration	Forehand Passing	Desire To Excel	Team Play
Speed	Backhand Passing	Remains Focused	Supports Puck Carrier
Mobility	Puck Control	Challenge Puck Carrier	Anticipates Turnovers
Balance	Deking/Deception		Offensive Positioning
Stride	Shooting	Creates Turnovers	Defensive Positioning
Cross-overs	Puck Protection	Overall Work Ethic	Finds Open Ice
Pivots	Carry Puck Headup	Takes Away Space	Angling
Lateral Movement			

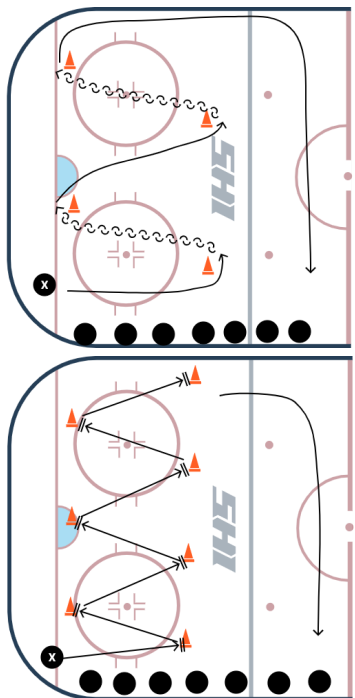
\* - Evaluator Pinney Picks are players selected by the individual evaluator considered to be the top two and lower two within the evaluation session. Picks may be for any player on the ice and are based upon evaluator discretion

## Appendix B Skills Session Drills

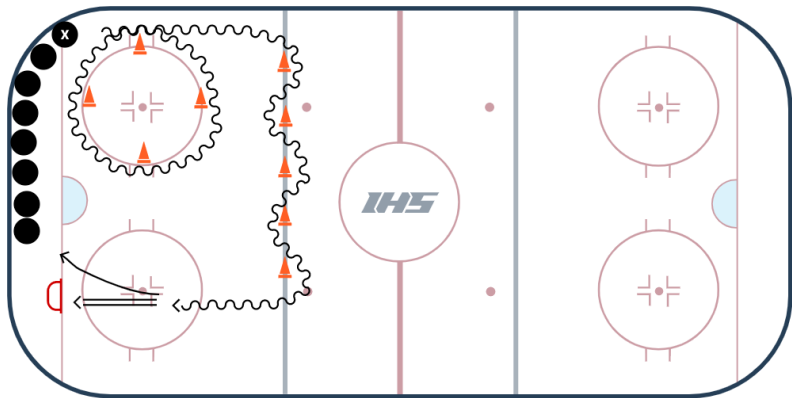
### U9 Evaluation Drills – 2022

#### SESSION 1

##### Drill 1 - 15 min Skating and Stopping

	<p>Drill 1A: 7.5 min</p> <ul style="list-style-type: none"> <li>On whistle player skates to pylon transitions backwards to next pylon</li> <li>Continue to last pylon - skate around dots back to line</li> </ul> <p>Drill 1B: 7.5 min</p> <ul style="list-style-type: none"> <li>On whistle player skates to pylon full stop, skate to next pylon full stop (always facing up ice)</li> <li>Continue to last pylon - skate around dots back to line</li> </ul>
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##### Drill 2 - 15 min Crossovers and Weave with Puck

	<ul style="list-style-type: none"> <li>Player starts with puck and performs crossovers around circle</li> <li>Weaves through pylons</li> <li>Cut to the net and take a shot</li> <li>Line up clear of the net</li> </ul> <p><u>Flip drill to opposite side after 2 reps</u></p>
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### Drill 3 - Inside Out Race

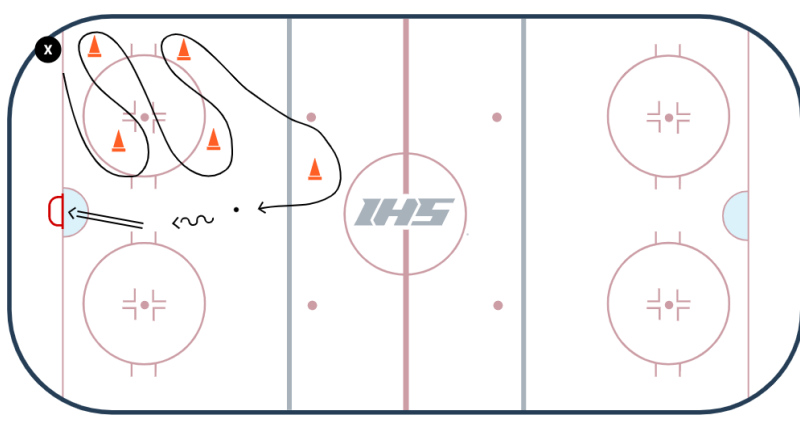
	<ul style="list-style-type: none"> <li>Half the players to each side, puck in high slot</li> <li>On whistle, first player in each line skates towards cone and completes an inside out turn</li> <li>Players race for the puck</li> <li>First player to puck attempts to control it and stickhandle to top of crease for shot on net</li> <li>Second player tries to backcheck and defend through body position and stick checking</li> <li>Next pair starts on whistle</li> </ul> <p><b>Players must alternate lines and coaches must mix up order so they go against different players throughout the drill.</b></p>
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### Drill 4 - 15 min Tight Circles with Puck

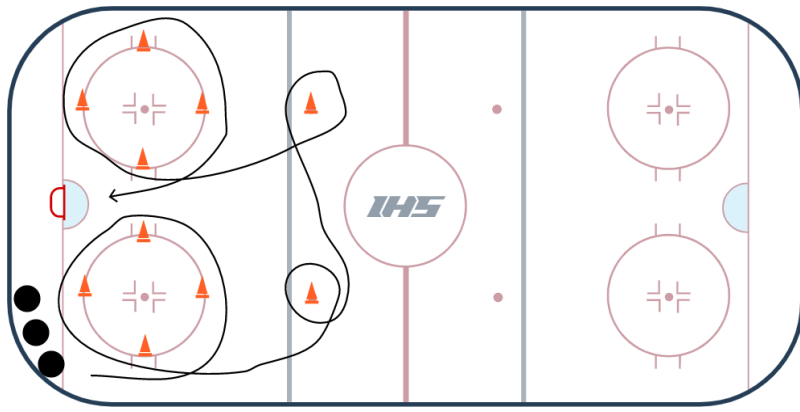
	<ul style="list-style-type: none"> <li>Player starts in corner</li> <li>On whistle, with puck skates tight circles around pylons</li> <li>Give and go with coach inside zone</li> <li>Shot on net</li> </ul> <p><u>Flip drill to opposite side after 2 reps</u></p>
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## SESSION 2

### Drill 5 - 15 min Hi / Low

	<ul style="list-style-type: none"> <li>Player starts in corner</li> <li>On whistle , weaves through pylons</li> <li>Picks up puck inside zone</li> <li>Shot on net</li> </ul>
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### Drill 6 - Crossovers and Tight Turns

	<ul style="list-style-type: none"> <li>Player starts in corner</li> <li>First player skates up along boards and performs crossovers around circle</li> <li>After one circle, skates to blueline and performs a full circle around cone</li> <li>Skates across blueline and performs a tight turn in the <b><u>opposite direction</u></b></li> <li>Player skates to the hash marks of the far circle and performs crossovers around the circle</li> <li>Player lines back up</li> </ul> <p style="margin-top: 10px;">Can add pucks and a shot on net as a progression</p>
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## Drill 7 - 15 Min Backwards to Point - Net Drive

	<ul style="list-style-type: none"> <li>• Player starts in corner with puck</li> <li>• On whistle, passes to coach</li> <li>• Skates backwards up wall to pylon</li> <li>• Skates forward to receive pass</li> <li>• Shot on net</li> </ul>
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## Drill 8 - 15 Min Angle Battle

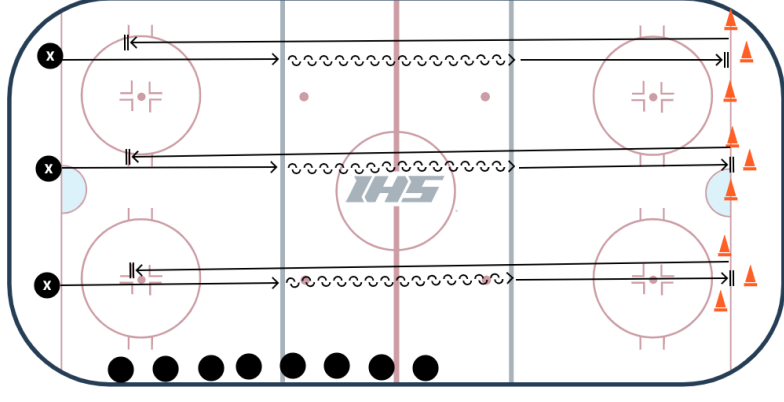
	<ul style="list-style-type: none"> <li>• Pucks are spotted near face off dots</li> <li>• On whistle 1 vs 1</li> <li>• First player to the puck uses small space to maintain puck control, using body as shield</li> <li>• Other player angles, stick checks and takes time and space away to gain control</li> <li>• If the puck goes out of the <math>\frac{1}{4}</math> ice, coach will throw in a new puck</li> <li>• Battle until the whistle goes</li> </ul> <p>Make sure to switch up lines so players compete against different players</p>
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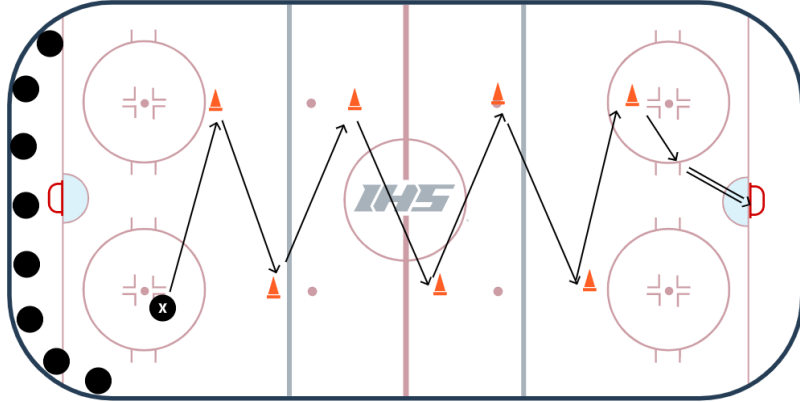
## U11 Evaluation Drills – 2022

### SESSION 1

#### Drill 1 - 15 min

	<ul style="list-style-type: none"> <li>On whistle player in each line skates to blueline</li> <li>Pivot towards stands at blueline</li> <li>Stride backwards to next blueline</li> <li>Pivot towards stands to forward</li> <li>Stop facing stands</li> <li>Skate straight back to line, stop at hashmarks - facing stands</li> </ul> <p>Run 2 times Run 2 times pivoting away from stands Run 2 times each way with pucks</p>
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#### Drill 2 - 15 min

	<p>Players Leave Corner on coaches prompt</p> <ul style="list-style-type: none"> <li>2x tight turns forward</li> <li>2x transition forwards to backwards</li> </ul> <p>Line up on other end - same side each time to perform drill in reverse</p> <p><u>Repeat with Pucks</u></p>
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Drill 3 - 15 min

	<ul style="list-style-type: none"> <li>• Players in opposite corner with pucks</li> <li>• Nets offset, barrier down the middle</li> <li>• Players skate full speed, with puck and perform give and go with coach</li> <li>• Players return up opposite side of the ice performing second give and go with second coach</li> <li>• Shot on goal after second give and go</li> <li>• Both lines go at once</li> </ul> <p>Switch direction half way through drill</p>
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Drill 4 - 15 min

	<ul style="list-style-type: none"> <li>• Pucks are spotted near face off dots</li> <li>• On whistle 1 vs 1</li> <li>• First player to the puck uses small space to maintain puck control, using body as shield</li> <li>• Other player angles, stick checks and takes time and space away to gain control</li> <li>• If the puck goes out of the 1/4 ice, coach will throw in a new puck</li> <li>• Battle until the whistle goes</li> </ul> <p>Make sure to switch up lines so players compete against different players</p>
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## Appendix C – Goalie Evaluation Manual

Revised: August 12, 2023

# BOW RIVER GOALIE EVALUATION MANUAL

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## 1. INTRODUCTION



The goal of the evaluation process is to place the goaltender at the best fit for their ability at the time of the evaluation process. The process evaluates four to six evaluation ice times (evaluation sessions) as made available by Bow River Bruins Hockey Association (BRBHA). For each of the evaluation sessions the third-party professional evaluator evaluates and submits a score for each participating goaltender. The final placement for the goaltender is based solely on the total of the evaluated sessions. There is no consideration given to previous year's placements, spring participation, preferred goalie training provider or differentiation of first and second year goalies in the current age group (U11, U13, U15 or U18)

## 2. EVALUATION COMMITTEE

### A. Goalie Evaluation Chair

The Goalie Evaluation Chair (GEC) is a BRBHA Board appointed volunteer position that is accountable to ensure the evaluation process is effectively executed. The process as outlined in this manual has been built from combined experience of the third-party evaluator and the Goaltending Committee.

The GEC on behalf of the third-party evaluator and the Goaltending Committee submits the final recommendation to the Evaluation Committee for approval. Final ranking and placement of all goaltenders is at the Evaluation Committee discretion based upon the recommendation of the third-party evaluator and the Goaltending Committee.

### B. Committee Members

Committee members are volunteer positions to participate in the execution of the evaluation process. Committee members participate in, but are not limited to, the following activities:

- Participation in the definition and refinement of the evaluation process
- Coordination and/or on ice facilitation of evaluation sessions
- Attendance at evaluation sessions to assist in the execution of the evaluation process
- Communications with the third-party evaluators, Evaluation Committee, age group coordinators, coaches, other volunteers, members and parents
- Participation in BRBHA Goaltending Committee Meetings that happen throughout the calendar year
- Other activities as required by the GEC, Evaluation Committee and other BRBHA volunteers



## PROFESSIONAL EVALUATOR

### C. Selection Process

BRBHA periodically issues a Request for Proposal (RFP) for the award of third party evaluator. An evaluation of the third-party evaluator is completed at least bi-annually and an RFP process is completed at the discretion of the BRBHA board.

The third-party evaluator is awarded a commercial contract with terms and conditions at the discretion of the Goaltending Committee and confirmed by the BRBHA Board. The third-party evaluator is a non-volunteer role that is expected to be performed by an experienced and professional goaltending organization.

### D. Role

The role of the third-party evaluator includes, but is not limited to, the following:

- Design and execute goaltender specific drills to evaluate all goaltender's technical skill during the skill session(s).
- Evaluate and score all goaltenders during the skill, small area game and scrimmage sessions.
- Provide unbiased scores to the GEC at the end of each day where evaluation sessions are completed.
- Review the final scores and results of the process and provide a final recommendation for team placements.

### E. Checks and Balances

BRBHA considers the third-party professional evaluator a partner in the evaluation process. The Goaltending Committee retains final decision in the placement of goaltenders based on the recommendation of the third- party evaluator.

To ensure the intent of the process is intact the following, but not limited to, "checks and balances" are in place:

- The BRBHA board retains all final decisions.
- The RFP process is at the discretion of the BRBHA board.
- The Goaltending Committee have representatives "shadow" the evaluation process to ensure the third party evaluator has met the expectation of BRBHA and followed the process as defined. The "shadow" does not evaluate the goaltenders or influence the evaluation result of the third-party evaluator.
- In the event of irregularities in how the process is executed or the results from the evaluation sessions the third-party evaluator is expected to provide evidence to how the process was executed and to the results provided.

## 3. PRE-SEED



There is no pre-seeding for the skill or small area game session. The goaltenders will be randomly selected for the first evaluation session.

The intent is to have between eight (8) to twelve (12) goaltenders in a skill session ice time. If in any age group there are more than sixteen (16) or more than eight (8) and less than sixteen (16) registered goaltenders, the evaluator may require an unbalanced number of goaltenders in each skill session. In this event the placement may not be random to accommodate the number of goaltenders in each skill session.

#### 4. SKILL SESSION

Each goaltender will complete one skill based evaluation session. The drills performed will be provided by the third-party evaluator and made available to all goaltenders prior to the skill based evaluation session.

The third-party evaluator will provide the minimum of one evaluator at each of the drill stations. The evaluator will evaluate all the goaltenders within that sessions. Each goaltender will be given an equal opportunity to perform the drill and demonstrate their technical competency at a drill.

Skill sessions will have a minimum of one and a maximum of three goaltenders at each drill station. Typically, there will be four drill stations meaning a maximum of twelve goaltenders on the ice for any one skill evaluation session. Final participant counts are at the discretion of the Goaltending Evaluation Committee and the third-party evaluator.

#### 5. SMALL AREA GAMES

Small Area Games (SAG) are played across ice or across the width of the ice. Variations of three on three games are used to provide a bridge between the pure skill sessions and full ice scrimmages.

The intent of the SAG evaluation sessions is to allow all of the goaltenders to play a fast paced, high intensity game against the same players. Goaltenders will face as many scoring opportunities as possible within as close to game situation as possible. Players for the games are selected to provide the highest level of competition for the age group. These sessions allow for goaltenders to play at levels of competition they might not otherwise play in full ice scrimmages.

SAGs involve reduced time and space game play. These types of games require the goaltender to make more saves than a typical full ice scrimmage and to demonstrate their technical as well as game play abilities.

The third-party evaluator will provide one evaluator for each game being played. There typically will be two games played at the same time which will require two evaluators.

SAGs are part of the evaluation process for U11 and U13. For U15 and U18 there is not a SAG session.



## 6. SCRIMMAGE EVALUATIONS

After the skills and SAG evaluation sessions, goaltenders will participate in the evaluation scrimmages. In these scrimmages the players as well as the goaltenders are evaluated.

The players are evaluated as set out by the BRBHA player evaluation process and the goaltenders are evaluated by the professional evaluator as described in section 3.

For U11 and U13, each goaltender will be evaluated at a minimum of four and maximum of five scrimmages. The goaltender may be evaluated in any or all of the scrimmages and should prepare themselves to be evaluated. Where required the coach pick game can be used as an additional evaluation session.

For U15 and U18 each goaltender will be evaluated during the three scrimmages. The intra-squad, coach pick game or initial exhibition game will be used as the fourth evaluated session.

## 7. U11 HYBRID GOALIE POLICY

The U11 Hybrid Goalie Policy is in place to allow registrants in the U11 age category the opportunity to participate as both a 'skater' and a 'goaltender'. For details on the criteria to qualify to be a hybrid goalie and the evaluation process, please see the BRBHA Hybrid Goalie Policy on the BRBHA website.

## 8. INJURED GOALTENDER POLICY

Each goaltender is required to attend the skill session, SAG (U11 and U13) and at least one evaluated scrimmage to have a valid evaluation. The goaltender's ranking is at the discretion of the third-party evaluator using the evaluated session and the performance of like evaluated goaltenders, at the time of injury or illness, as the basis.

In the event less than the required sessions are attended. The final ranking is at the discretion of the third-party evaluator. The goaltender may be required to attend a skill session evaluation with another BRBHA age group, or at the third-party evaluator's place of business for the purpose of evaluating and placing the goaltender.

Medical evidence of injury or illness is required. In the event that this evidence cannot be provided, the final placement is at the discretion of the Goaltender Committee and the Evaluation Committee upon consultation with the third-party evaluator.

## 9. PLACEMENT LOCKING

After the second scrimmage has been completed the third-party evaluator may recommend locking a goaltender to a specific team. The locked goaltender may not be required to further evaluate with the group representing his or her final placement.





## 10. TIED EVALUATION RESULTS

In the event of a tied result at the end of the evaluation process, the third-party evaluator will recommend the final ranking of the tied goaltenders.

## 11. TRANSFER IN OR OUT

In the event BRBHA has less than two goaltenders per team at any age group and other associations have goaltenders available for transfer, the same procedure as the injured goalie will be followed to evaluate and place the goaltender on the appropriate team.

In the event BRBHA has more than two goalies per team at any age group, the GEC will contact associations looking for placements for those goalies. If opportunities to transfer are identified they will be filled on a volunteer basis in order of the requests being received.

If after transfers are made available there are still more goaltenders than two a team, goaltenders will be placed based on their final ranking starting at the top of the rankings moving down until all teams have two goaltenders. The remaining goaltenders will not have an opportunity to play in Bow River for that season as a goaltender.

## 12. PLACEMENT

### A. Session Weightings

Final recommendation for placement is based on the following formula:

- U11 and U13 20% Skill Session + 20% SAG + 60% Scrimmages
- U15 and U18 20% Skill Session + 60% Scrimmages + 20% Coach Pick, intra-squad or exhibition game as applicable

### B. Goalies Per Team

The desire is for each team to have two goaltenders. In the event that the number of registered goaltenders is less than two for each team, placement for the goaltenders will follow the guidelines for Hockey Calgary affiliation and by the groupings of final results.

### C. Board Approval

**The Evaluation Committee retains all final decision on placement of goaltenders. All inquiries as to final results should be directed to the BRBHA 2nd Vice President.**



## Appendix D Player Rotations

In the U11 level of hockey it is very important that players are placed with other players of like ability regardless of positional preference. If the team is built with the top 9 forwards and top 6 defensemen, you could possibly end up with a group of forwards that are much stronger than the group of defense or vice versa. This is not desirable from a team perspective.

When players are competing in drills in practices, the development is much more effective if they have similar abilities. Further when competing against other teams, it is important that all the players are able to compete at that level. And as these players are fairly young, they often switch positional preference one or more times as they develop. Also from a personal development perspective it is important for the players to gain proficiency and confidence at both positions.

The following grid will enable the evaluators to evaluate each player at both positions. It will enable the player to fully showcase their skills, understanding of the game and overall hockey ability.

- The following sheets provides a guide to enable bench coaches to ensure all players end up with equivalent ice time and opportunities on both forward and defense.
- The game will consist of 1.0, 1.25, or 1.5 minute shifts, clock is running time, all shifts start with a faceoff. The faceoff can be varied amongst the 9 faceoff dots to provide a variety of hockey situations.
- 3 to 5 minute warm up, 54 or 55 minute scrimmage (depending on the predetermined shift length). Clock is set to 54 or 55 minutes with the buzzer sounded every 1.0, 1.25, or 1.5 minutes to indicate shift change. Players are to stay on the ice for their entire shift.
- Goalies are to be rotated as indicated in the Goalie Rotation Guide.
- Bench coaches are to enter the pinnie numbers on the Player Rotation Guide and Goalie Rotation Guide.
- All players are to go in the defense door and out the offense door. When they get to the front of the line, the bench coach is to let them know if they are defense or forward for that shift.

**17 players per team, 4 vs 4**

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
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**16 players per team, 4 vs 4**

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Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5		
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0		
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**17 players per team, 5 vs 5**

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Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
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**16 players per team, 5 vs 5**

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Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
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**15 players per team, 5 vs 5**

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Time Start	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End	52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
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**14 players per team, 5 vs 5**

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Time Start	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5		
Time End	52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0		
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				F		F				D			D			D			F		F			F			D		D			F			F		F	



**13 players per team, 5 vs 5**

		Shift																																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36		
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5		
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0		
Pinney Number		D	D			F		F				F			D		D			F			F			F			D		D			F		F			
		D		D			F			F		F			F		D			D			F			F			F				D				D		
		F			F		D			D		D			F			F		F			D		D			F			F		F				D		
		F			F		D			D			F		F			D		D			F			F			F			D		D			F		
		F			F			F		F		F		D		D		F			F		D			D		D			F			F		F			
			D		D		F		F		F		D			D		F			F		F			F			D		D			F		F			
			D		D		F			F		F		F			F		D			D			F		F			F		F			D			D	
			F			F		D			D		F		F		F			F		D			D		D			F			F		F			F	
			F			F		D			D			F		F			F		F			D			D			F				F		D			F
				F			F			D		F		F			F			F		D			F		F				F		F			D			
				F			F		F			D		D			F			F		F				D		D			D			F		F			

**12 players per team, 5 vs 5**

		Shift																																						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36			
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5			
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0			
Pinney Number		D	D		D			F			F			F		D		D			D		F			F		F		F			F		F					
		D	D			D		F			F			F		D		D		D		F				F		F		F			F		F					
		F		F		F		D			D		D		F				F		F			D		D		D			F		F			F				
		F		F		F		F			F		F			D		D		F			F		F		F		D		D		D			D				
		F		F		F			D		D		D			F		F		F		F		F		D			D		D			F		F				
			D		D		D		F		F			F		F		F		F			D		D			D		F		F			F		F			
			D			D		F		F				F		F			D		D		F			D		F		F			F		F		D			
			F		F		F		D			D		D		D				F		F			F		F		F			F		D				D		
			F			F		F			F		F		F			D		D		F			D		D			D		D			F		F			
				F		F			D		D		D			F		F			F		F		F			F		D			D		D		D		F	



**Goalie Rotation Guide for 4 vs 4 and 5 vs 5 Scrimmages**

Guide to enable bench coaches to ensure all goalies have equal icetime and will play against each team.

- Goalies to switch ends for each segment they play.
- Ice N refers to north end of the rink, Ice S refers to south end of the rink.

Pinney #	<b><u>3 Goalies</u></b>				
	Time Start	54	36	18	
	Time End	36	18	0	
	Pinney #				
Pinney #		Ice N	Bench	Ice S	
		Ice S	Ice N	Bench	
		Bench	Ice S	Ice N	

Pinney #	<b><u>4 Goalies</u></b>				
	Time Start	54	40.5	27	13.5
	Time End	40.5	27	13.5	0
	Pinney #				
Pinney #		Ice N	Bench	Ice S	Bench
		Ice S	Bench	Ice N	Bench
		Bench	Ice N	Bench	Ice S
		Bench	Ice S	Bench	Ice N

Pinney #	<b><u>5 Goalies</u></b>				
	Time Start	54	42	31.5	21
	Time End	42	31.5	21	10.5
	Pinney #				
Pinney #		Ice N	Bench	Bench	Ice S
		Ice S	Bench	Ice N	Bench
		Bench	Ice S	Bench	Ice N
		Bench	Ice N	Bench	Ice S