



2019 WYHA Evaluation Procedures

Evaluation for Mites through Bantams will be held in March at the conclusion of the GSL season. Times for the tryouts will be published on the Westfield Youth Hockey Association Website.

Evaluation Philosophy

WYH evaluations are intended to assess the skill level of each player and place him or her on the most appropriate team within their age group to ensure skill development, player growth and support a fun learning experience. WYHA will create teams of descending skill ability within the USA Hockey designated age group to compete in the Greater Springfield League (GSL). It is important to recognize that an 'A' team in WYHA may compete in a lower GSL division based on overall team skill. Conversely, multiple teams may compete at the 'A' level if the talent is deemed appropriate. Evaluations will create a competitive environment to bring out skills and guide the placement of the players. Naturally, this time of year creates a tense and stressful time for parents and players as we strive to do what is best for them and the organization as a whole.

Guidelines for Parents

In order to provide a fair and stress-free environment for all skaters trying out, we ask that you please refrain from being a distraction to the skaters or the evaluators during the evaluations. Encourage your player to play hard and play the game as they have done all year. Encouraging individuality may hurt your player. Parents please take a seat in the stands (yellow seats only) and please keep away from the glass and the player's boxes during all skates. Evaluations are an extremely stressful time for your skater and you can actually help your player more by providing a supportive environment. Parents are asked not to contact any evaluators before, during or after evaluations to discuss any part of evaluations including their child's score. We appreciate your patience and support at this time of year. Our goal is to provide all of the Westfield Youth Hockey Players a fair and balanced evaluation for next years hockey season.

Position Declarations

- All players at Squirt level must declare if they are going to tryout for Goalie or Skater; this will be the position they are committing to for the season.
- Squirt B/C players may elect to play out and goalie.
- Peewees and Bantam skaters will select their preference to evaluate as either Defense or Forward during the scrimmage. Players will be evaluated and may be selected for the A and B team based on their position.

Goalies

- All players must declare at the time of tryouts if they are trying out for Goalie or Skater.
- Once a skater has declared that they are trying out for the position of Goalie, they will be expected to attend all of the tryouts for their age level, including a separate goalie tryout.
- Goalies will be scored and placed based on their scores from the evaluation sessions and the separate goalie evaluation session.
- Goalies are a position that requires different athletic skills from a skater and will receive specialized training throughout the year.

- Players committed to full-time goalie will receive a 50% reduction for the season ice fee and may use WYHA goalie equipment. If there are two goalies on a team both will receive a 50% discount. Back up goalies will not be eligible for a goalie discount.
- If there are enough Goalies trying out in a division, Squirts through Bantams, each team will receive 2 goaltenders.
- At no time may a Coach replace a goaltender with a skater from the team, unless the goaltender is unavailable, is skating out to work in a back-up goalie, or is injured and cannot play.
- At the Mite level, all players will rotate through goalie at least once to try the position out. Once the rotation has occurred players may decide to 'commit' to playing goal (especially last year mites). Mites are not eligible for the 50% goalie discount.

Evaluation Sessions

- All players must attend each evaluation session scheduled and assigned.
- The Evaluation Committee may place the best player(s) on the highest team after the first two sessions for Squirts / Peewees or the first session for Bantams; the same may occur for the lowest level players. Letting the players evaluate fully (i.e. complete all sessions) will be done whenever possible.
- Players will be evaluated on the fundamental skills of hockey: Skating, Passing, Puck Control, Shooting, Hockey Sense and Coachability (via coach assessment).
- Players scores will be determined in the following fashion:
 - 90% on ice evaluation
 - 10% coachability
- **Bantam evaluation scrimmages will not involve checking; play will be expected to occur as if at the peewee level.**
- All players will be required to try out regardless of the team they are currently on.

Evaluation Format

Mite Evaluations

Three 100 minute blocks of ice

Session Number	Session Type	Outcome
First Session: <ul style="list-style-type: none"> • Two 50 minute sessions with players split into two even groups alphabetically by last name 	Skills	Clear 'C' or 'Mini-Mite' Players Selected
Second Session: <ul style="list-style-type: none"> • Two 50 minute sessions with players split into two even groups alphabetically by last name 	Skills	No Selections Made
Third Session: <ul style="list-style-type: none"> • Two 50 minute sessions • Players will be ranked in descending order based on total score from the first two sessions • The first half will be grouped together and the second half will be grouped together 	Scrimmage	Final Selections Made

Squirt Evaluations

Four 100 minute blocks of ice

Session Number	Session Type	Outcome
First Session: <ul style="list-style-type: none">• Two 50 minute sessions with players split into two even groups alphabetically by last name	Skills	No Selections Made
Second Session: <ul style="list-style-type: none">• Two 50 minute sessions with players split into two even groups alphabetically by last name	Scrimmage	Evaluation Committee may place clear 'A' Players
Third Session: <ul style="list-style-type: none">• Two 50 minute sessions• Players will be ranked in descending order based on total score from first two evaluation sessions• The first half will be grouped together and the second half will be grouped together	Skills	No Selections Made
Fourth Session: <ul style="list-style-type: none">• Two 50 minute sessions• Players will be ranked in descending order based on total score from the first two sessions• The first half will be grouped together and the second half will be grouped together	Scrimmage	Final Selections Made For All Teams

Peewee Evaluations

Four 100 minute blocks of ice

Session Number	Session Type	Outcome
First Session: <ul style="list-style-type: none">• Two 50 minute sessions with players split into two even groups alphabetically by last name	Skills	No Selections Made
Second Session: <ul style="list-style-type: none">• Two 50 minute sessions with players split into two even groups alphabetically by last name	Scrimmage	No Selections Made

Session Number	Session Type	Outcome
Third Session: <ul style="list-style-type: none"> • Two 50 minute sessions • Players will be ranked in descending order based on total score from first two evaluation sessions • The first half will be grouped together and the second half will be grouped together 	Skills	Evaluation Committee may place clear 'A' Players
Fourth Session: <ul style="list-style-type: none"> • Two 50 minute sessions • Players will be ranked in descending order based on total score from first two evaluation sessions • The first half will be grouped together and the second half will be grouped together 	Scrimmage	Final Selections Made For All Teams

Bantam Evaluations

Session Number	Session Type	Outcome
First Session:	Skills & Scrimmage	Evaluation Committee may place clear 'A' Players
Second Session:	Skills & Scrimmage	Selections Made
Third Session (If Necessary):	Skills & Scrimmage	Final Selections Made

Evaluators

- There will be six evaluators utilized at each session.
- A list of evaluators will be sent to all parents and teams prior to evaluations.
- Drills will be provided to coaches ahead of evaluations so players and coaches will have a chance to practice them.
- All WYH head coaches will be required to evaluate sessions and assistant coaches will be included where appropriate to reach a minimum six evaluators; there may be evaluators from outside the organization who have hockey experience.
- **Coaches will be** evaluating levels that they coach at and will evaluate their own family members (noting that the total high / low score from each session will be discarded).

Scoring

- Players will be evaluated on the fundamental skills of hockey: Skating, Passing, Puck Control, Shooting, and Hockey Awareness.
- Players will be given a numerical score in each of these areas after each session with the total high and low score discarded.
- Evaluators will rank each player in these areas based on the following scale (note this is not comparing players but rather scoring them):
 - 1 – Weak**
 - 2 – Below Average**
 - 3 – Average**
 - 4 – Above Average**
 - 5 – Outstanding**

- Each team is expected to submit one 'unified' player evaluation sheet that is completed together by all of the coaches from the season.
- At the end of all the sessions the 'coachability' score based on the same schedule from the coaches evaluation will be added to the final score; this will create the player's final evaluation score.

Coachability (for coaches assessment):

- Player attitude and effort
- Team versus me
- Relative attention span based on age
- Ability to understand and execute a drill
- Overall effort on a consistent basis
- Attendance at practice and games

Player Placement & Team Formation

- Players will be assigned to A, B or C level teams based on their overall score
- Teams will be formed based on the following guidelines:
 - Mites 8-10 players per team (includes goalie rotation)
 - Squirts 10-12 players and goalie per team
 - PeeWee 12-15 players and goalie per team
 - Bantam 15 - 18 players and goalie per team

***** Higher numbers may be placed on B or C teams so that upward movement may occur as necessary between the time commitment payments are due and final rosters are announced***

- In the event that there is a statistical tie between players, benefit will be given to second year players first; if ties exist between players at the same 'year' then the evaluation will conduct necessary conversations with current year coach(s) to break the tie.
- In the event a player misses 1 session due to illness an appeal form must be filled out and the player will be placed on the most appropriate team. The appeal will be reviewed by the evaluation committee and the opportunity to hardship evaluate in the fall may be considered.
- If there is a documented illness, injury, relocation or other family issue that conflicts with evaluations, a player may be considered for a hardship evaluation at the beginning of the season and placed appropriately until the evaluation occurs.
- A player appeal for a hardship evaluation that is denied by the evaluation committee will be placed on the lowest level team at their eligible level

KEY DATES:

Teams Announced: **Friday March 29, 2019**

Evaluation Appeal Forms Due: **Wednesday April 3, 2019**

Commitment Payment Due: **Monday April 8, 2019**

Final Team Rosters Released: **Monday April 15, 2019****

***Teams may not be complete if there are hardship evaluations approved and thus not completely finalized until the first week of the hockey season.*

Player Selection Criteria

The following is a reference that will be provided to evaluators prior to the player selection process.

Skating: Displays acceleration, speed, mobility, agility, balance, stride, crossovers, pivots, can accelerate out of turns, is controlled and may be able to 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?
- 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.
- 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: Good technique receiving the puck, smart pass choices, utilizes backhand, is unselfish with the puck, presents a good target, receives and retains puck with control, and can touch pass.

- 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 pass the puck off of the boards to another player?

Puck Control: When skating with puck has head up, smooth, good hands and displays puck protection in small spaces and 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 they stop quickly or change directions while handling the puck?
- Can the player continue to handle the puck while in traffic and under pressure?

Shooting: Can shoot with power and accuracy, has a quick release, can shoot in motion, and demonstrates ability to score goals.

- 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?

Hockey Sense: Ability to see the play developing, instinctively makes hockey plays both offensively and defensively, moves to support puck, has good judgment, is able to anticipate and is 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?

Goalies:

- Evaluated on the following skills:
 - Glove and stick saves
 - Positioning
 - Hockey Sense
 - Coachability
- Regular evaluation alongside the stand alone goalie evaluation will determine team placement