

Please note that the CBRMHA tryout process is a simplified document intended to give players and parents an overview of how tryouts are conducted. For more detailed information, please refer to the Hockey Canada and Hockey NL player evaluation guides.

Purpose:

To provide coaches and evaluators with a structured, consistent method for assessing goaltender skills, game performance, and development potential in minor hockey.

Evaluation Categories & Criteria

1. Skating & Movement

- Stance & Balance – Proper goaltender stance, weight distribution, readiness.
- Lateral Movement – Quickness and control moving side-to-side in the crease.
- T-pushes & Shuffles – Efficiency and power without over-sliding or losing position.
- Edge Control – Ability to stop, pivot, and recover smoothly.

2. Positioning & Angles

- Net Coverage – Square to the puck, minimizing shooting lanes.
- Depth Control – Appropriate depth for situation (aggressive on rush, deeper for cross-ice plays).
- Post Integration – Use of RVH (Reverse Vertical-Horizontal), VH, or traditional post play effectively.
- Tracking the Puck – Head/eyes follow the puck through traffic

3. Save Technique

- Glove Saves – Hand position, tracking, catching cleanly.
- Blocker Saves – Directing rebounds to safe areas.
- Pad Saves – Butterfly technique, sealing the ice, rebound control.
- Recovery – Getting back to stance after saves.

4. Rebound & Puck Control

- Rebound Direction – Controlling where pucks go after saves.
- Covering Pucks – Quickness and confidence in freezing the puck.
- Stick Handling – Playing pucks to teammates, clearing dump-ins.
- Passing Accuracy – Delivering the puck effectively to defense.

5. Game Situations

- Breakaways & 1-on-1s – Patience, reading shooter, staying square.
- Odd-Man Rushes – Positioning and movement during quick plays.
- Traffic & Screens – Ability to track and react under pressure.
- Battle Level – Compete and scramble ability in rebound-heavy situations.

6. Mental & Team Skills

- Focus & Readiness – Staying engaged even during low-action periods.
- Communication – Directing defense, calling plays.
- Coachability – Willingness to take feedback and apply it.
- Work Ethic & Attitude – Consistent effort in drills and games.

7. Game Statistics (Objective Measures)

(No point scale; recorded for performance tracking)

- Goals For (GF) – Number of goals scored by team while goaltender is on ice.
- Goals Against (GA) – Number of goals conceded while goaltender is on ice.
- Save Percentage (SV%) – Calculated as: $SV\% = (1 - (GA/Shots\ Against)) \times 100$
- Goals Against Average (GAA) – Calculated as: $GAA = (GAX60)/Minutes\ Played$

Scoring Example

- 0-1 = Needs significant improvement
- 2-3 = Developing / average for level
- 4 = Strong for level
- 5 = Elite / exceptional

Statistical Measures (GF, GA, SV%, GAA) are recorded separately for context.

Best Practices for Evaluation

1. Use multiple evaluators to reduce bias.
2. Assess in both drill and game situations.
3. Record statistics over multiple games for accuracy.
4. Combine subjective skill scores with objective statistics for a complete picture.

