

WEYMOUTH YOUTH HOCKEY TRYOUT PROCESS

REGISTRATION

All players must register online by going to www.weymouthhockey.com prior to the tryout. We no longer accept walk in registrations the night of the tryout. There is a \$100 non-refundable deposit required and must be paid prior to the player taking the ice. Tuition fees are posted on our website. This deposit is applied to players' tuition.

In order to be eligible to try out you must be in good standing with WYH. This means all prior year balances have been paid and no disciplinary actions are outstanding. If you are not in good standing, please contact the President of Weymouth Youth Hockey.

At registration declaring a position for Mite U8 is not required, Squirts U10 only Goalies need to declare position. Pee Wees U12 and Bantams U14 must declare a position (Forward, Defense or Goalie).

All balances must be paid prior to the start of the season. If a financial hardship exists please contact WYH Treasurer to make alternative payment arrangements.

TRYOUTS

Tryouts are encouraged for all players. WYH participates in South Shore Conference and Baystate Hockey Leagues where children will play against similarly skilled players from surrounding towns at rinks throughout the South Shore and Cape Cod. Players must try out to be placed on an A or B level team. If you choose not to attend tryouts, you may be assigned to a B2 team. All children registered for WYH will be on a team, there are no "cuts". The tryout will consist of one or two skill sessions and one to four scrimmage games. Each player will participate in at least 1 skills session and 1 scrimmage game. The number of skills/games to be determined and based on the number of players registered at each level.

Each skill/game will be evaluated by 4 to 6 evaluators. Evaluator cannot be related to a player who is trying out at that level. Evaluators will be chosen by the Level Director and allowed by the Weymouth Youth Hockey Board of Directors. We will host Girls and Midget program tryouts as needed, based on registrations.

TRYOUT SHIRTS AND NUMBERS

Players are required to wear their WYH team jersey with their name on it for tryouts. If you do not have a WYH team jersey, we will assign a scrimmage jersey with a number on it for you. For scrimmage games you will be told what color to wear each night.

SCORING

The scoring will include scores for skills and scrimmage games for a combined total tryout score. The evaluation will be weighted scoring between skills and the average scored scrimmage game. The weighting percentages will vary by level, which are reflected in the sections below. Note: Bantam and Midget/U19 scores are 100% scrimmage based.

Note: The Board of Directors can reduce a player's tryout score up to 1 full point for repeated behavior that is detrimental to Weymouth Youth Hockey.

Current Coaches Player Evaluation - The current season coaches will evaluate their players on skills based category rankings with a cumulative score. The coach's evaluation will be used as a resource by the level director to be used for evaluating the tryout scoring to make sure there are not significant anomalies; to break a tie in the concluded tryout rankings or for ranking a player that has an approved absence from the tryout. If the level director identifies any significant anomalies in the scoring, the level director may adjust rankings by no more than 5 ranking places up or down. Any adjustments to the rankings will be presented with justification to the Board of Directors for approval.

Goalie tryout evaluation

Goalie skills drill plans will be provided by the Goalie Director or with input from Level Directors.

Goalies tryout score will include 2 parts:

- Scrimmage Game – 30% Mobility, Positioning, Reaction, and Rebound Control.
- Skills – 70% (Not limited to) Skating, Mobility, Positioning, Stance, Vision, Stick handling, Rebound Control

Skills

The first part of tryouts will be a skills session and will be used to evaluate the players following skills: Skating (balance, agility, and speed) forward and backwards, Stick: puck handling, control, and shooting. Skills will be used as a percentage of the overall tryout score and to create the scrimmage teams. The evaluators rate each player on a scale from 1 to 10 (10 being the highest).

Collaboration between the ACE Coordinator and Level Directors will provide skill drill plans for tryouts.

Note: There will be no skills for Bantams

Skills tryout percentage by level:

- Mites/U8 – 50%
- Squirts/GU10 – 40%
- Pee Wees/GU12/GU14 – 30%

Tryout Scrimmage Team Creation

Once the skill session(s) have been completed, players will be broken down into teams (number of teams will depend on number of registered players). The teams will be broken up evenly by skill score.

For Mites and Squirts, for example, if 4 teams are being created the top scorer will be placed on Team 1, the 2nd place player will be placed on Team 2, the 3rd place player on Team 3 and 4th place player on Team 4. From there the 5th place player will be placed on Team 4, the 6th place player on Team 3, the 7th place player on Team 2, the 8th place player on Team 1 etc.....

For Peewees, players are snaked by position. Forwards will be snaked first 1-4, defense will be snaked backwards 4-1. For example F1=Team 1, F2=Team 2, F3=Team 3, F4=Team 4, then F5=Team 4, F6=Team 3, F7=Team 2, F8=Team 1 etc... Then, D1=Team4, D2= Team 3, D3= Team 2, D4=Team 1, D5=Team 1, D6=Team 2, D7=Team 3, D8=Team 4 etc... This will ensure the teams are balanced. The final teams will be approved by the Board of Directors.

Bantams: Level director and coaches (Bantam and Peewee) will discuss and rank players by position (returning Bantam and first year eligible Bantams) to create scrimmage teams. Returning Bantams will be placed in a snake order first followed by first year eligible Bantam players. After scrimmage game 1, the level Director will recreate teams before scrimmage game 2 if necessary. BOD will approve all scrimmage teams.

Level Directors will review and approve final scrimmage teams. Level Directors may recommend a change prior to the first game session and must be approved by the BOD. No changes are allowed after the first game session.

Scrimmage Games

Important: There will be NO CHECKING in the Bantam tryout. Players must complete checking clinics prior to the start of game play in September. SSC and WYH will host checking clinics. Any player found checking in the tryout will be removed from the ice.

Depending on the number of players we may have one to four games per level. Skaters will be evaluated on Positional Play (offensive & defensive zone...Mites and Squirts with no declared positions will only be weighted 10% on this criteria), Game Play (pursuit & awareness), Overall Skill (stick, shot, skate, body), and Competitiveness (aggressiveness, toughness and intensity). The scorers rate each player on a scale from 1 to 10 (10 being the highest).

Level Directors are responsible for creating the lineup for the scrimmages and providing them to the bench coaches for each scrimmage team. The lineups should be created using the skills ranking. The first line should be the first 5 (or 4 for Mites) ranked individuals on that team, the second line would be the next 5 (or 4) individuals, and so on. In many cases, we

may not have the exact number of kids for each line, then the level directors should do their best to ensure that players are matched as closely as possible to their teammates and to their opponents (i.e. we shouldn't see the top ranked players on the ice at the same time as the bottom players).

For Peewees and Bantams, the lines should reflect the position that the players declared for tryouts. So line 1 will include the top 3 Forwards, and top 2 Defensemen. For Squirts and Mites, the players should be rotated as evenly as possible between Forward and Defense. The top 5 ranked players will make up the first line and be spread among Forward and Defense, and those players should rotate positions in subsequent shifts. The lines provided to the bench coaches should reflect this as well. No player should be asked to play a position they did not declare, unless evaluators have already completed their eval of that player. In the last 10 minutes of game play, evaluators may request to see any player on the ice who they may need more time to see/missed/or had difficulty scoring for any reason.

Dominant player – During or after the first scrimmage, if the scoring shows that there is or are dominant players that are controlling the play in the scrimmage, those players will not be required to participate in the remainder of the tryout or the second tryout. This allows the other players to compete with more even skilled players to get a better evaluation without dominant players controlling the play. Dominant players will be automatic picks for the highest team at that level.

Once all games have been completed, scores for the skills session and the average of the game scores will be combined with weighting percentages and the player is given a final tryout score.

Game tryout percentage by level:

- Mites/U8 – 50%
- Squirts/GU10 – 60%
- Pee Wees/GU12 – 70%
- Bantams/GU14 – 100%
- Midget/GU19– 100%

COACH SELECTION PROCESS

Coaches must complete an application prior to the start of tryouts. All coaches must pass a CORI and will be required to complete Safesport and USA Hockey CEP Training.

The A team coach interview eligibility: The coach applicant is eligible to coach the A team if their child is in pickable range.

The B team coach interview eligibility: The coach applicant is eligible if their child is in the pickable range of the remaining players after the A team is selected.

The B2 team coach interview eligibility: The coach applicant is eligible if their child is in the pickable range of the remaining players after the B team is selected.

Coaches are interviewed and approved by the Weymouth Youth Hockey Board of Directors. Once a coach has been picked (and player list has been finalized) he or she will sit down with the Level Director to finalize team selection within 48 hours. A coach can choose his or her own assistant coach or coaches with the approval of the Weymouth Youth Hockey Board of Directors.

COACH CHALLENGES

The head coach assigned to a team can challenge any of the initial 10 picks made by the level director and/or can request that a player be picked outside the eligible list of remaining players for that level with a request to the Weymouth Youth Hockey Board of Directors. The Weymouth Youth Hockey Board of Directors will review the request and make a determination. If a coach requests that any of the initial 10 picks assigned to their team not be placed on their team and the Weymouth Youth Hockey Board of Directors approves, the Level Director will notify the player's parents or guardian at some point in the team selection process. Also any player may request, with an email to the Level Director, his or her final ranking after teams have been announced.

TEAM SELECTION PROCESS

Mite U8 team selection

The numbers of skaters per team will vary depending on participation at each level. The goal is 13 skaters per team. The Level Director will review the final tryout rankings to select the teams. The top 10 players will automatically be placed on the A team. The coach will then be assigned to the team. The coach will pick up to 3 players depending on level participation numbers. The coach will choose 3 players from the next 7 ranked players (players ranked 11-17). If A Team expects to play full ice games, they will designate 2 alternate players from the top 7 ranked B team players. Once the A team has been picked the Level Director will present the team to the Weymouth Youth Hockey Board of Directors for approval. If the Weymouth Youth Hockey Board of Directors approves the team the B team will then be selected using the same process. Once the B team has been picked and approved the B2 will be selected using the same process. All remaining players not placed on an A or B team will be placed evenly to balance the skill levels between the teams on a B2 Bay State League or House League team. Note: Mite/U8 players do not declare as a goalie. For Mites/U8, the teams will pass the pads among the players throughout the year. With the exception of an A player, a player may request, with an email to the Level Director, his or her final ranking after teams have been announced.

Squirt YU10/GU10 (if necessary) team selection

The numbers of skaters per team will vary depending on participation at each level. The goal is 13 to 15 skaters per team. The Level Director will review the final tryout rankings to select the teams. The top 10 players will automatically be placed on the A team. The coach will then be assigned to the team. The coach will pick the next 3 to 5 players depending on level participation numbers and/or coach's preference. If the coach is choosing 3 players, it will be from the next 7 ranked players (players ranked 11-17). If the coach is choosing 4 or 5 players, it is from the next 10 ranked players (players ranked 11-20).

Once the A team has been picked the Level Director will present the team to the Weymouth Youth Hockey Board of Directors for approval. If the Weymouth Youth Hockey Board of Directors approves the team, the B team will then be selected using the same process. Once the B team has been picked and approved the B2 (if needed) will be selected using the same process. All remaining players not placed on an A, B or B2 team will be placed evenly to balance the skill levels between the teams on a Bay State League team. With the exception of an A player, a player may request, with an email to the Level Director, his or her final ranking after teams have been announced.

Goalies – The tryout evaluation and current coach's evaluation will be used by the level directors and the coaches to assess and assign the goalie to each team. Level director and coach will meet to choose the goalie. If the Level director and coach cannot agree on the goalie choice, the Board of Directors will review the coaches and level director's recommendations and vote on the final choice.

PeeWee YU12/Bantam YU14 team selection

The numbers of skaters per team will vary depending on participation at each level. The goal is 13 to 15 skaters per team. The Level Director will review the final tryout rankings to select the teams. The top 7 forwards and the 3 top defensemen will automatically be placed on the A team. The coach will be assigned. The coach will pick the next 3 to 5 players from the next 4 ranked defensemen and 6 ranked forwards. The coach will be limited to pick a maximum of 6 defenseman or a limit set by the level director based on number of players. The level director may impose a similar limit on forwards based on number of players.

Once the A team has been picked the Level Director will present the team to the Weymouth Youth Hockey Board of Directors for approval. If the Weymouth Youth Hockey Board of Directors approves the team, the B team will then be selected using the same process. Once the B team has been picked and approved the B2 (if needed) will be selected using the same process. With the exception of an A player, a player may request, with an email to the Level Director, his or her final ranking after teams have been announced.

Goalies – The tryout evaluation and current coach's evaluation will be used by the level directors and the coaches to assess and assign the goalie to each team. Level director and coach will meet to choose the goalie. If the Level director and coach cannot agree on the goalie choice, the Board of Directors will review the coaches and level director's recommendations and vote on the final choice.

Girls U12 and U14

The numbers of skaters per team will vary depending on participation at each level. The goal is 13 to 15 skaters per team. The Level Director will review the final tryout rankings to select the teams. The top 10 players will automatically be placed on the A team. The coach will then be assigned to the team. The coach will pick the next 3 to 5 players depending on level participation numbers and/or coach's preference. With the exception of an A player, a player may request, with an email to the Level Director, his or her final ranking after teams have been announced.

Midget U18/GU19

If a scrimmaged based tryout is necessary, teams will be selected based on evaluation scores and Level Directors discretion. These teams will be placed in appropriate tiers based on level director's input and Board of Directors approval.

PLAYERS MISSING TRYOUTS

If a player misses tryouts for any reason, they will still need to register, pay a \$100 deposit and contact the Level Director. The Level Director and the A & B team coaches will invite the player to one to three practice sessions at their earliest convenience. They will determine if the player is A, B or B2 pickable. Next, the coach will choose if he/she would like to accept the incoming player. If they do not accept, the next coach will then have the option to add the player to their team and so on. Once the Level Director and coaches are in agreement, they must contact the BOD for approval. No player missing tryouts will be considered an automatic pick. Roster sizes may be taken into consideration when placing players on a team after the tryouts and initial team selections have taken place. The Board can approve, deny or ask for an additional review. The Level Director at all times will be responsible for keeping the player and family up to date.