



# Player Evaluations Synopsis

Airdrie Minor Hockey Association

2019-2020 Season

Atom through Midget Competitive & City Streams

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## **IMPACTED SKATERS**

This synopsis is a concise overview and applies to all player skaters being evaluated within mixed gender hockey streams Atom through Midget at the Competitive (Travel) and City (or RHL) levels. The evaluation process for players registered in the Initiation, Novice, Female and High-Performance will be provided by the respective division coordinator/director. The full Evaluation Procedure is available on-line from the AMHA website.

All skaters must participate in all levels of evaluations according to schedules emailed during the evaluation process. The steps to evaluations include

1. Time Trials (1 per skater)
2. Evaluation Skates (max 4 per skater/stream)
3. Parity Skates (2 per City/RHL skater/team)

Players dropping from AA or AAA Evaluations to Competitive will not repeat Time Trials. Time trial data will determine initial placement within the Competitive evaluation process.

Players dropping from Competitive to City (RHL) evaluations will not repeat Time Trials. Time Trial data will determine initial placement within the City (RHL) evaluation process.

## **HELMET STICKERS AND JERSEYS**

Helmet stickers (2) will be supplied to each player at check in for Time Trials. These stickers will follow the players through the entire evaluation process and as such will need to remain on the players helmets until the evaluation process is complete. Players that are moved from AA/AAA to Travel or from Travel to City will need to ensure that their helmet stickers remain on their helmets until after the last evaluation or parity skate.

All skaters will need to have 1 black jersey and 1 white jersey for every game skate. Jerseys that have numbers or logos will need to be worn inside out so that the logo and numbers are not visible.

## **TIME TRIALS**

All skaters must attend time trials during the assigned timeslot. All skaters will perform the same drills, measured in the same manner, throughout the stream. Skills tested will include:

- 100ft skate Forwards with/without puck and/or Backwards without puck
- Transition skate with/without puck
- Agility Weave skate with/without puck

Different streams may utilize different aspects of time trials ie. Atom city may not be asked to perform the same skills as Midget Competitive. This will be clearly communicated prior to the evaluation process.

## EVALUATION SKATES

### Atom Competitive

Atom Travel will have 4 Evaluation Skates plus a Time Trial to determine final ranking. Time Trial data will initially rank all skaters top to bottom. From this ranking, groups of approximately 30 skaters (2 teams of 15) will make up evaluation skate groupings.

Group A = top 30 skaters (from Time Trial data for 1<sup>st</sup> skate or previous skate data all remaining skates)

Group B = skaters ranked 31-60

Group C = skaters ranked 61-90, etc

For the Evaluation skates, Group A will be divided into two non-parity teams (1-15 vs 16-30) in 5 on 5, run-time game play, 90 second shift intervals, live puck. **Due to Atom play being non-positional, all skaters must play all positions during each evaluation skate.** As such, each player will be told as he/she is entering the ice for his/her shift if he/she is to play Forward or Defence. The next game will see Group B play in a similar scenario. At the conclusion of each day, the lowest ranked 15-20% of players from Group A will drop to Group B and the highest ranked 15-20% players from B will rise to Group A. The lowest ranked 15-20% of players from Group B will drop to Group C and the highest ranked 15-20% of players from C will rise to Group B, etc... Players ranked in the middle portion (12-18, 42-48, etc..) of each skate will also be moved to ensure proper team placement. To allow for proper evaluation some higher skill players may be asked to leave the ice for evaluation skate #3.

### Atom City

Atom City will have 2 Evaluation skates to determine placement for the team draft. Evaluation skates will be played in 5 on 5, run-time game play, 90 second shift intervals, with live puck. Teams will be grouped and evaluated similarly to the competitive stream with additional attention given to the players surrounding the Blue/Red cutoff line. **Due to Atom play being non-positional, all skaters must play all positions during each evaluation skate.** As such, each player will be told as he/she is entering the ice for his/her shift if he/she is to play Forward or Defence. At the conclusion of each Evaluation skate, the lowest ranked 15-20% of players from Group A will drop to Group B and the highest ranked 15-20% players from B will rise to Group A. The lowest ranked 15-20% of players from Group B will drop to Group C and the highest ranked 15-20% of players from C will rise to Group B, etc... Players ranked in the middle portion (12-18, 42-48, etc..) of each skate will also be moved to ensure proper team placement. For evaluation skate #2 players that display higher skill level may be asked to leave the ice in order to allow proper evaluation of other players.

### PeeWee, Bantam and Midget Competitive

From Time Trial data, all skaters will be ranked top to bottom, based on his/her desired position. From this ranking, groups of approximately 30 skaters (18 Forwards and 12 Defence) will make up evaluation skate groups.

Group A = top 18 Forwards and 12 Defence (from Time Trial data for 1<sup>st</sup> skate or previous skate data all remaining skates)

Group B = next 18 Forwards and 12 Defence, etc

For each Evaluation skate, “equivalent” teams will be predetermined within the group and 5 on 5, 60-75 second shift intervals (age dependent) game play and positional awareness will be assessed. At the conclusion of each Evaluation skate, the lowest ranked skaters (3 Forwards and 2 Defence) from Group A will drop to Group B and the top ranked skaters (3 Forwards and 2 Defence) from Group B will rise to Group A, etc for all groups.

Competitive (Travel) skaters will have 4 Evaluation skates to determine placement for team creation. For the final Evaluation skate, select players displaying higher skill level may be asked to not participate in order to allow proper evaluation of other players.

### **PeeWee, Bantam and Midget RHL**

All RHL (City) players will have 2 Evaluation skates to determine placement for the team draft. Evaluation skates will be played in 5 on 5, run-time game play, 60-90 second shift intervals (age dependent), with live puck. Teams will be grouped and evaluated similarly to the competitive stream with additional attention given to the players surrounding the Mountain/Rockies (aka Blue/Red) cutoff line. At the conclusion of each Evaluation skate, the lowest ranked skaters (3 Forwards and 2 Defence) from Group A will drop to Group B and the top ranked skaters (3 Forwards and 2 Defence) from Group B will rise to Group A, etc for all groups. For evaluation skate #2 players that display higher skill level may be asked to leave the ice in order to allow proper evaluation of other players.

## **TEAM DRAFT**

### **Atom, PeeWee, Bantam and Midget CITY/RHL Players ONLY**

Evaluation skate data will be used as part of the AMHA city draft process. City/RHL team drafts will occur between Evaluation skate 2 and Parity skate 1 to create parity teams that will compete in the AMHA City or RHL Leagues.

## **PARITY TEAM SKATES**

### **Atom, PeeWee, Bantam and Midget CITY/RHL Players ONLY**

Parity teams created from the draft will play 5 on 5 coach ref'ed games to ensure parity. Evaluators will still be in place to ensure parity across the divisions and proper placement for all players. AMHA may move a player between teams or between divisions as needed to ensure the parity of teams and the fairness of competition.

## EVALUATION INFORMATION

### Attendance

Attendance during the AMHA evaluation policy is **100% MANDATORY**. Failure to participate in any schedule evaluation session will result in the following;

- If player misses 'Time Trials'
  - Player will automatically be placed in the *lowest group*
- If player misses an 'Evaluation Skate'
  - Player will automatically fall *one group* for the next evaluation session
- If player misses a 'Parity Skate'
  - Player will automatically negate any additional movement to create parity on the team

If a player is injured or has a serious illness, which prevents him/her from participating in the evaluation process, a doctor's note must be supplied to the Division Coordinator. At this point the Division Coordinator will consult any or all of the following to ensure proper placement of this player;

- Evaluator's & Time Trial Leaders
- Hockey Consultation Panel,
- Previous season: Level played and statistics
- Past coaches of the player
- *The Executive Committee will have final say on player placement*

The people and groups consulted will be determined by how many ice times during the evaluations have been missed and the timing of the absences. The Division Coordinator will be made aware of the absences and the decisions that were made by these groups as result of these.