



**2024 – 2025  
Evaluation Guidelines**

[www.southwesthockey.ca](http://www.southwesthockey.ca)

***'MAKING HOCKEY FUN AND REWARDING,  
FOR ALL PARTICIPANTS'***



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## 1.0 EVALUATION PROCEDURES & GUIDELINES OVERVIEW

“Southwest Hockey (“SW”, “SWH”, “SW Hockey”) Evaluation Guidelines” will be following a joint vision of a conceptual framework established by Hockey Calgary with integration of the Village Sports evaluation guidance. The majority of the conceptual framework was guided by Hockey Canada with some adjustments to support the integration of Village Sports within the evaluation process at SW Hockey as well as some adjustments to fit the needs of our Association.

The following is an excerpt from the first page of the Hockey Canada “Player Evaluation Selection Guidelines” document:

*“Each year in Canada close to 3500 Minor Hockey Associations undertake the task of placing players on teams. The ultimate goal of this process is to provide players with the best possible experience in an environment where they can grow as hockey players and young people. For many minor hockey Executives, Evaluators, Coaches, Parents and Players this can be a tension filled, laborious and frustrating experience – the goal of this document is to make it a more fulfilling and positive experience for all. The purpose of this document is to provide a conceptual framework for Associations supported by a number of practical evaluation tools and resources.”*

Participant Evaluations shall be held for each Age Category prior to the selection of teams for each season. These evaluations will be coordinated by the Director of Evaluations; who reports to the SW Hockey Board. All final team placements must be approved by the Director of Evaluations, upon the conclusion of evaluations.

The Evaluation Guidelines shall:

- Provide a breakdown of the procedures and standards for conducting the evaluations.
- Provide further information, and will be updated on a continual basis, of which any changes will have been approved by the SW Board of Directors.
- Be made available on the SW Hockey website for review.
- Be maintained by the Evaluation Committee; chaired by the Director of Evaluations

## 2.0 ACKNOWLEDGEMENTS

Southwest Hockey Association would like to take this opportunity to acknowledge the traditional territories of the people of the Treaty 7 region of Southern Alberta, which include the Blackfoot Confederacy (comprising the Siksika, Piikani, and Kainai First Nations), as well as the Tsuut’ina First Nation, and the Stoney Nakoda (including the Chiniki, Bearspaw, and Wesley First Nations). The City of Calgary is also home to Metis Nation of Alberta, Region 3.

Southwest Hockey Association would like to acknowledge and thank Hockey Canada for providing an evaluation framework. The Association would also like to thank Village Sports who have been great collaborators in developing a comprehensive process to support the evaluation of all participants at Southwest Hockey.



### 3.0 OBJECTIVES OF PARTICIPANT EVALUATIONS

- To provide a fair and impartial assessment of a participant's total hockey skills during the skills and scrimmage sessions.
- To ensure that participants have a reasonable opportunity of being selected to a team appropriate to their skill level as determined during the on-ice evaluations of the current year.
- To provide uniformity and consistency in the evaluation process such that a participant and parent expectations are consistent from year to year as participants move through the various levels of the association's programs.
- To form teams to maintain balanced and competitive play where the athletes can develop and participate equitably and have fun playing hockey during the season.

### 4.0 1st YEAR & 2nd YEAR CONSIDERATIONS

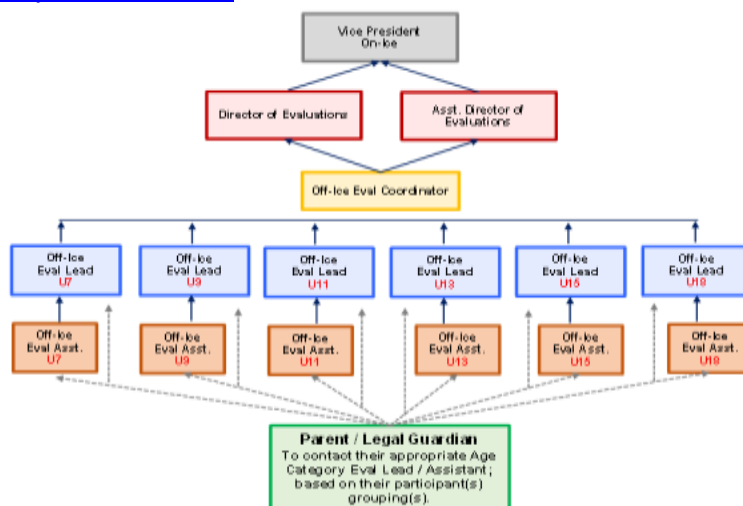
Simply put — Age divisions are based on birth year. Therefore, due to overall participant movement **every season** between age divisions, there **will be** a 'new pool' of participants that your child will be evaluated against. For this reason, there can be **NO guarantee** that your participant(s) will play at the same tier they did the prior season. Meaning a participant in their 2<sup>nd</sup> year of their age group **CAN** place on a lower team than they did in their 1<sup>st</sup> year.

**NOTE:** For the U18 Age Division, there are 1st year, 2nd year and 3rd year birth year considerations to take into account.

### 5.0 COMMUNICATION TREE

During evaluations, Board Members and the general membership, shall follow proper lines of communication; directing all suggestions, opinions and concerns to their respective Eval Leads and Eval Assistants. The Eval Leads / Eval Assistants are responsible for responding in a timely fashion.

SW Hockey encourages Members to ask questions if there is confusion about the evaluation process; to help ensure an open and transparent process. Emails can be found on the SW Hockey website at: <https://southwesthockey.ca/evaluations/>





## 6.0 MEMBER BEHAVIOUR – DURING EVALUATIONS

Members shall refrain from comments or behaviour that is (but not limited to): disrespectful, offensive, abusive, malicious, racist, sexist or brings the sport of hockey in disrepute. Failure to comply with the standard of conduct, specifically during evaluations; the member may be suspended for up to 30-days, upon notice by the Director of Evaluations, Assistant Director of Evaluations and/or Vice President On-Ice.

- No appeal will be permitted.
- The suspended member will not be permitted in the arena for the duration of the suspension; regardless of the timing that the suspension was issued.
  - **As an example** – If a member is suspended on September 30<sup>th</sup>, the suspension will carry through till October 30<sup>th</sup>; due to their unacceptable behaviour, unless otherwise notified by the Vice President On-Ice.

## 7.0 STATE OF EMERGENCY

If guidance or public health orders are in place to protect the general public given a local state of emergency, Southwest Hockey reserves the right to adjust the evaluation procedures to adhere to guidance from the local authorities.

The safety of participants is our top priority; therefore, all efforts will be made to keep participants safe. Our best efforts will be made to communicate changes in a timely fashion, but this may not be possible depending on the nature of the event.

## 8.0 ABSENCES

Participants are required to attend ALL their respective evaluation sessions. It is the responsibility of the Participant/Parent/Guardian to notify their particular Age Division Eval Lead and/or Director of Evaluations PRIOR to their scheduled evaluation if they are unable to attend.

Notification should be done via email, phone or in person. Any participant who misses an evaluation session will have their placement reviewed by the Evaluation team, utilizing the following scenarios:

### 8.1 Absent – No Notification

When a participant misses an evaluated session with no notification, and without a legitimate reason, the participant may receive the lowest ranking within their designated grouping; thereby potentially impacting their final team placement.

### 8.2 Legitimate Absence

When a participant misses evaluated sessions due to legitimate personal, family and medical reasons, and whereby advanced notice was provided; these situations will be reviewed on a case-by-case basis by the Evaluation Team, which will include the Director of Evaluations and as deemed necessary, the Vice President On-Ice.

**NOTE:** Southwest Hockey encourages all participants to not participate in evaluations if they are suffering from an illness or injury that may impact their ability to skate their best.



### **8.2.1 Injury or Illness - Missing One (1) Session**

If a participant is unable to participate in the next upcoming evaluation skate, the Parent/Guardian must have immediately contacted their Age Division Eval Lead and/or the Age Division Eval Assistant, in order for the participant to be appropriately 'tagged' in the system.

**IMPORTANT:** If the Parent/Guardian and/or Participant chooses to participate in an evaluated skate with an injury and/or illness; **scores will not be adjusted after an evaluated skate, and therefore the scores provided from the evaluated skate will be used.**

### **8.2.2 Extended Absence**

In the event of any long-term injuries, defined as; requiring a recovery time of greater than 4 weeks, a medical note from the participant's doctor must be submitted to the Director of Evaluations.

In order for the participant to return to the ice during evaluations **OR** post-evaluations, a medical note must be provided to the Director of Evaluations indicating that the participant has been cleared to Return to Play.

The participant will be placed at the same tier they played in the previous season. If this participant is able to show that they can play at a higher tier, this participant **MAY** be moved to a higher tier **based on roster deadlines and roster considerations.**

### **8.3 Contacting Previous Coaches**

As deemed necessary; Southwest Hockey Association reserves the right to contact the participants' coach from the previous season for additional input to assist with the participants' placement.

### **8.4 Calendar Holidays**

Due to the time constraints of evaluations; the Association cannot guarantee that evaluated skates won't conflict with Calendar Holidays. If a participant is unable to participate in an upcoming evaluated skate due to a Calendar Holiday, the Parent/Guardian must immediately contact their Age Division Eval Lead and/or the Age Division Eval Assistant, in order for the participant to be appropriately 'tagged' in the system.

## **9.0 SPECIAL CIRCUMSTANCE SKATES**

Should there be a situation where team placements cannot be finalized within the scheduled evaluated skates, it is within the authority of the Director of Evaluations to call for a Special Circumstance Skate to ensure final placement of the participant(s) is accurate. The Executive of the Southwest Hockey Board will be notified, and the skate will be scheduled. The format of this Special Circumstance Skate will be determined by the Director of Evaluations.





## 10.0 EVALUATION DATA

To help maintain integrity in the system, evaluation sheets will be collected by Director of Evaluations, and all original copies will be kept by Southwest Hockey for a minimum period of one (1) season.

## 11.0 AGE GROUP TIERING

Each age group will be tiered from top to bottom. Participants will be ranked from 1 to 'X', with the top 1 – X participants making up Team 1, followed by the next ranked 'X' to 'X' participants making up Team 2, etc.

### 11.1 Single Teams & Multiple Teams Within the Same Tier

Due to the unique nature of having single teams in some tiers, and multiple teams in other tiers; participants **MAY** be required to participate in **one (1) or two (2)** Placement games.

## 12.0 HOCKEY POSITIONS

Participants will be evaluated by position according to the following Age Divisions:

<b>U7</b>	<b>NOT</b> evaluated by position	<b>U13</b>	<b>FOR:</b> Forward, Defence, Goalies
<b>U9</b>	<b>NOT</b> evaluated by position	<b>U15</b>	<b>FOR:</b> Forward, Defence, Goalies
<b>U11</b>	<b>FOR:</b> Skaters, Goalies & Hybrid Goalies	<b>U18</b>	<b>FOR:</b> Forward, Defence, Goalies

### 12.1 U13, U15, & U18

Southwest Hockey requires U13, U15, & U18 participants to identify the position (Forward, Defence, or Goalie) they wish to be evaluated for, at the time of registration.

Once the decision is made to evaluate in that position, **participants are NOT permitted** to change their position unless exceptional circumstances can be demonstrated, and agreed to by the Director of Evaluations, and Assistant Director of Evaluations.

### 12.2 Forward / Defence Placements

SW Hockey reserves the right to deviate from this policy when deemed necessary; as there may be certain situations where there is a noticeable discrepancy in skill levels between the assigned forwards and defense.

SW Hockey may place less than the recommended number of defense or forwards to a team based on discrepancies in ability and level of play. Every attempt will be made to ensure the proper placement of defencemen and forwards, recognizing appropriate skill levels and safety concerns.

During the evaluation process; if there is a situation where there is a lack of forwards or defence in a particular session, **ALL** participants on the ice will be asked to rotate to fill the void. The participants preferred position will be clearly communicated to the evaluators and the participant will be evaluated accordingly.



The Head Coach will be made aware of adjustments that may have been made, and each Head Coach will have the authority to make position adjustments throughout the season as they deem necessary.

### 13.0 **Body Checking & Non-Body Checking: U15 & U18**

As per Hockey Calgary; 'checking' is **ONLY PERMITTED** in U15 and U18; Tiers 1, 2 and 3. Therefore, the U15 and U18 evaluation groups will be designated as "Checking" or "Non-Checking" prior to the ice time based on the projected divisions of the grouping.

1<sup>st</sup> year U15 participants **MUST** have taken a Checking Clinic **PRIOR** to the start of evaluations.

- SW Hockey **HOSTS a FREE** Checking Clinic for ALL 1<sup>st</sup> year U15 SWH registered participants; although signing up for the clinic is required.
- Information will be sent by the Administrator directly to registered 1<sup>st</sup> year U15 participants approximately the 3<sup>rd</sup> week of August with instructions on how to sign up.

#### 13.1 **Registration**

- "Body Checking" or "Non-Body Checking" must be designated at the time of registration.
- There will be both Body Checking and Non-Body Checking evaluation groups.
- If a player has designated themselves as Non-Body Checking at the time of registration, then they will be assigned to a Non-Body Checking group for the duration of evaluations.
- **Evaluation rankings will determine a participant's final group placement.**
  - **MEANING: A participant may be placed in a Non-Body Checking group even if they designated Body-Checking at the time of registration.**
- **There are a limited number of spots available in the Body Checking division, &** typically SWH has more participants choose this category than there are spots available.
  - Therefore, participants who don't successfully evaluate in a Body Checking division will be moved to the NON-Body Checking division.
  - Teams in the Non-Body Checking division are also tiered.

### 14.0 **EVALUATION OVERVIEW – U7**

The philosophy of the U7 Program is to encourage an environment in which children can learn the **FUN**amentals of hockey in a safe, fun atmosphere that doesn't focus on winning.

#### 14.1 **U7 Objectives**

The objectives of U7 hockey are:

- Provide a positive environment for learning the **FUN**damental skills of hockey.
- Create a safe environment for participants to experience the sport.
- Incorporate physical literacy, fair play, co-operation and FUN into the sport.
- Stimulate interest and desire to continue playing the game of hockey.
- Develop basic hockey skills.
- Improve utilization of ice time to increase opportunities for participants to handle the puck.
- Develop self-esteem through a sense of achievement.
- Teach the basic rules of hockey.





## 14.2 U7 Team Structure

Every attempt is made to ensure that in each category; U7 Junior (JR) and U7 Senior (SR) that the skill levels among all teams is similar and that no single team is “stacked” in skill level.

Example: There are three (3) U7 JR teams & four (4) U7 SR teams; the three (3) U7 JR teams should consist of similar skill level, and each of the four (4) U7 SR teams should consist of similar skill level.

The structure of each season depends upon the total number of registered participants. The participants will be grouped into the two (2) categories based on appropriate skill level.

The U7 Age Category does not evaluate by position.

<b>U7 Junior (JR)</b>	Generally, are 1 <sup>st</sup> year participants. Although, <b>may</b> also include U7 SR participants who demonstrated weaker skating skills.
<b>U7 Senior (SR)</b>	Generally, are 2 <sup>nd</sup> year participants. Although, <b>may</b> also include U7 JR participants who demonstrated strong skating skills.

## 14.3 U7 Junior (JR) & U7 Senior (SR) Evaluation Drills

There will be two (2) evaluated skating sessions (**SKATE 1 & SKATE 2**), each consisting of three (3) drills to help determine player strength(s):

1. Forward Skating – Without a puck.
2. Forward Skating – With a puck.
3. Backward Skating – Without a puck.

## 15.0 INITIAL GROUPINGS

### 15.1 U7 – U15 Skills Skate

Skills Skate for U7 to U15, **ALL** participants will be **sorted alphabetically**. Participants will then be re-sorted after the initial Skills Skate based on their scores.

**NOTE:** No competitive (1vs1) or ‘game style’ drills will occur during the Skills Skate for these age groups.

If it **is clear** to the evaluators that a participant is in the incorrect group, and it is deemed appropriate to move the participant to a higher group; a participant **may** be asked to move groups, and skate in a later session. The evaluation scores from the earlier session will be voided, and the participant will evaluate only on the later session.

**For example:** A participant begins in Group 3, who **clearly** belongs in Group 1 based on evaluation scores and feedback provided by the evaluators, an adjustment will be made. This participant may also be removed from the ice mid-evaluation if they are clearly misplaced.

## 15.2 U18 Pre-Seed

Unlike U7 to U15, the U18 group will be assigned their initial groupings **based on their team placement from the prior season.**

## 16.0 U9 – EVALUATION SESSIONS

Southwest Hockey will utilize a combination of skill sessions and split ice scrimmages for U9.

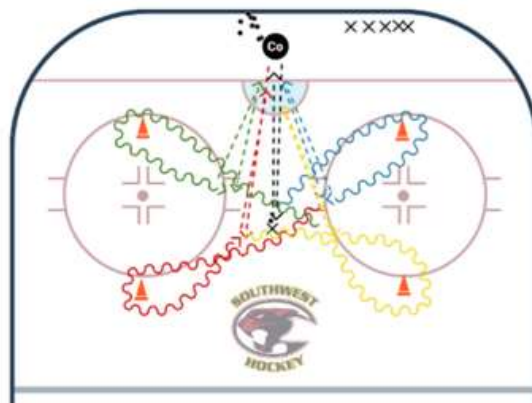
### 16.1 U9: SKATE 1 // SKILLS SESSIONS

Participants will go through five (5) **Skill Drills**, which run for up to approximately 10-minutes each.

- **NO competitive (1vs1) or ‘game style’ drills during Skills Skate for this group.**
- Participants will be evaluated, receiving scores out of 4 (4 being best, and 1 being worst), for each drill. The five (5) scores will be added together to give the participant their overall score out of 20.

#### 16.1.1 SKATE 1 // DRILL 1: 4 SQUARE PASSING STATION

##### STATION 1: 4 SQUARE PASSING STATION

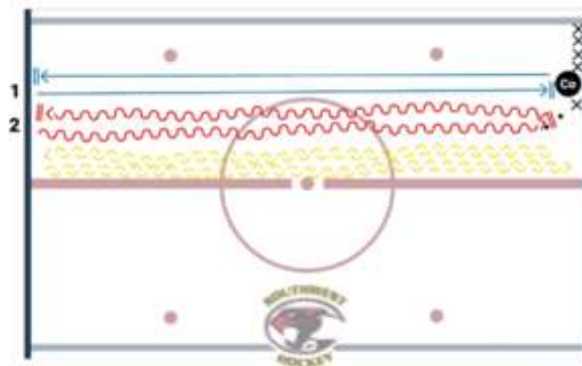


- This station is evaluating passing delivery and reception skills, as well as timing and positional awareness related to passing.
  - Skills being evaluated: Passing Delivery, Passing Reception, Timing the Pass, Positional Awareness (finding the target).
- The station begins with the participant in the middle with a puck.
- It begins with the participant with the puck making a pass to the Coach Passer, and receiving it back.
- After this sequence the participant carries the puck around each respective pylon/cone delivering a pass to the Coach Passer after they have gone around the cone and receiving one back.
- Sequence of cones does not matter but participant must hit all four cones and return through the general middle of the 4 cones.

- It is expected the Coach Passer will not make perfect passes each time and the participant **WILL NOT** receive a lesser evaluation for imperfect passes.
- Evaluators will, however, look at how participants react to various passes as part of the positional awareness and timing component.
- Participants will get multiple reps to ensure they are adequately evaluated on their skills related to this station.
- While this station is not being timed, and quality of passing over speed of completion is encouraged, participants who can perform the station with quality and speed will be subject to stronger evaluation scores.

### 16.1.2 SKATE 1 // DRILL 2: STRAIGHT LINE SKATING

#### STATION 2: STRAIGHT LINE SKATING STATION

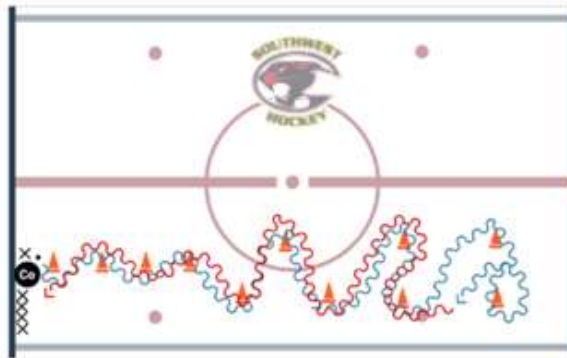


- The station is evaluating the mechanics of the skater, the quickness and speed, and the control.
- Participants will begin at the one end with the Coach.
- One player performs the station at a time skating across a straight line to the other side of the boards, coming to a complete stop, and skating back in a similar line towards the coach.
- This station will be performed skating forwards without a puck, skating forwards with a puck and skating backwards without a puck. Participants will get multiple reps to ensure evaluators have had a consistent look at each player.
- The station diagram has all three types of straight-line skating evaluations for this diagram but only one rep with a player will be taking place at a time.
  - Blue is straight line without the puck.
  - Red highlights straight line with the puck.
  - Yellow shows backwards without the puck.
- If the participants understands backwards crossovers, they are encouraged to do so.

### 16.1.3 SKATE 1 // DRILL 3: PUCK CONTROL / AGILITY COURSE

#### STATION 3: PUCK CONTROL AND PUCK HANDLING COURSE

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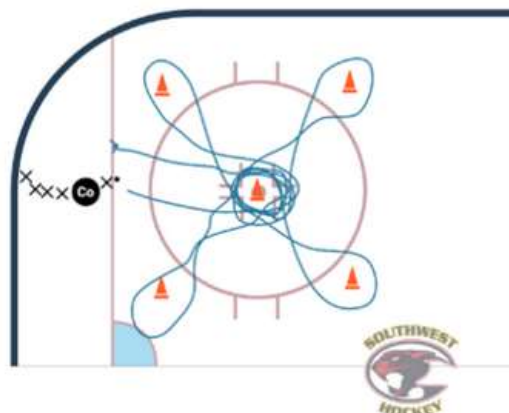


- This station is testing puck handling and puck control on the move.
- A player will start with a puck and proceed to go through the pylons/cones keeping the puck under control as best as they can.
- The first sequence of the cones has the cones in a row, moving to wider edges with control and finishing with a figure eight.
- After the player has finished the track, they will return back through the track completing the same thing but the opposite direction and returning to the coach with the puck.
- This evaluation station is not timed and is focused on puck control and puck handling, however, participants who can keep control and the puck on their stick with speed will be evaluated higher.
- The Blue path shows the first route through the track, and red path shows the return back through the track to the Coach.

### 16.1.4 SKATE 1 // DRILL 4: 4 DICE AGILITY SKATING

#### STATION 4: DICE AGILITY SKATING STATION

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- This station evaluates agility skating, specifically edges. Also being evaluated are control and quickness through the tight turns.
- The station begins with one player heading to the middle cone skating around it and proceeding to each cone.
- After each cone, the player returns to the middle cone and skates around it before proceeding to the next cone.
- The order of the cones does not matter but the player must ensure they skate around each four outside cones.

#### 16.1.5 SKATE 1 // DRILL 5: CATCH AND RELEASE SHOOTING (Notice Regression)

##### STATION 5: CATCH AND RELEASE SHOOTING STATION

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- This station is evaluating a participant's ability to receive a pass and convert it into a shot, as well as their shooting abilities and mechanics, including accuracy and power.
- The player begins by skating without the puck around the top cone, receives a pass from the coach, and takes a shot towards the net.
- Following this, they choose a cone skate around, proceed to the top cone, skate around again and receive a pass from the other coach and take a shot.
- They then have a third sequence where they choose the opposite cone of the last station and receive a pass from the coach, totaling three reps in one sequence.
- Participants who receive imperfect passes will not be docked scores for this.
- Participants will get multiple reps at this station to ensure consistency.
  - Blue signifies the first time through from the start of the station.
  - Red is an example of the second rep through.
  - Yellow highlights the third rep through the sequence.
- Participants can choose either cone to proceed around in any order but must alternate so evaluators can see how they receive and convert a shot on the second rep.
- **Regression for U9 Skaters:**
  - **U9 will not include the pass reception and shot.**
  - **They will proceed in the same sequence but will have the puck on their stick the entire time and will pick up a puck instead of receiving and pass and converting a shot.**

## 16.2 U9 SKATE 2 // Skills and 3 vs 3 Scrimmage

Participants will be ranked against **a scoring rubric, and not against other participants** assigned to that ice time.

### Procedures

1. Participants will be assigned to a team with participants who are like-skilled.
2. Participants will be assigned to teams based on their scores from the previous ice time and will be assigned teams based on a serpentine draft in order to allow for equally weight team (s) and play in a series of cross ice, 3 vs 3 games.
3. Three (3) 3 vs 3 teams will be on the ice at any given time and will be differentiated using pinnies.
4. Two (2) of the three (3) teams will be playing a 3 vs 3 game, while the other team will be completing skill drills.

### Scrimmage 3 vs 3

1. Games will be 18 minutes, with participants changing on the buzzer every 90 seconds.
2. "Shooter Tutors" on the small U9 regulation nets will be used for the scrimmage.
3. On-Ice leads will aim to ensure participants are getting equal ice time, and participants are not 'jumping the line' to get more game time.
4. Participants will be evaluated on the game rubric (marked out of 20).

### Skills

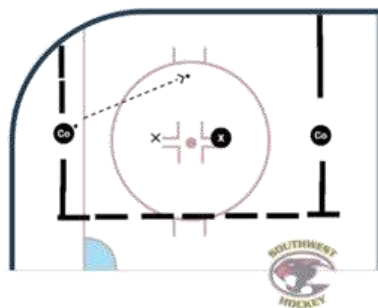
1. While the 3 vs 3 is going on in one end, the other group will compete in Skills Drills.
2. There will be three (3) Skill Drills split into stations. Participants will spend approximately six (6) minutes in each station.
3. Participants will be evaluated on the skills rubric.
4. **IMPORTANT**: These drills will be more competitive in nature as participants should be at a 'like skill' level.

### Evaluation Scoring

- **NOTE**: The Skill Score and the Game Score will be COMBINED to formulate the total score for this session.

#### 16.2.1 SKATE 2 // DRILL 1: GATE KEEPER

##### COMPETITIVE STATION 1: GATEKEEPER

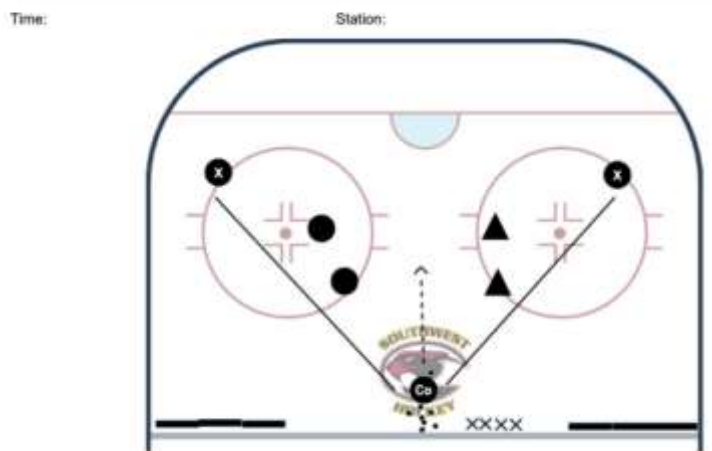




- This station evaluates puck control, puck handling, puck protection, body positioning/strength on puck, and compete.
- Two (2) participants start the station facing each other without the puck.
- A coach spots the puck in and begins the station of keep-away.
- The goal of the station is to skate the puck through the gate to the coach.
- Upon doing that, the coach will spot the puck to the opposite participant who was just "scored" on and the puck protection station will begin again. Alternatively, mini-nets (smaller than U9 nets) can be used and participant can skate them into the net instead of coaches to remove "volunteers" who may not be available. There can also be one "coach gate" instead of two as well.
- This station requires "bumpers" to ensure it is a smaller area and that pucks do not scatter about the other evaluation stations.

### 16.2.2 SKATE 2 // DRILL 2: 2vs2 PASS AND POSSESS

#### COMPETITIVE STATION 2: 2 VS. 2 PASS AND POSSESS

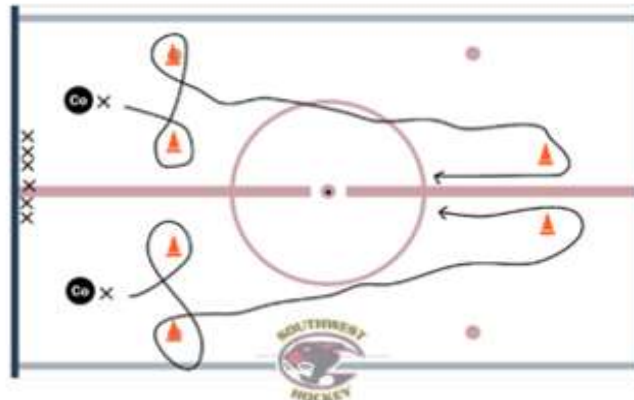


- This competitive station evaluates puck possession/puck control, passing delivery and reception, hockey IQ, positional awareness, defensive skills and compete.
- It requires participants to move, be active and think on their feet.
- The premise of the station is complete as many possible passes with the stationary outside passers and Coach Passers as possible. The passers play for the tandem who has the puck.
- Based on positioning on the ice, and number of skaters, this drill may be required to move to a 1 v 1 in a smaller area.

### 16.2.3 SKATE 2 // DRILL 3: F8 SKATING RACES

#### COMPETITIVE STATION 3: F8 SKATING RACES

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- This station evaluates skating, speed, and compete in a head-to-head race between participants.
- Participants begin beside the coach(es) and proceed through a F8 cone obstacle before heading out to the far cones, proceeding through the gate and competing for the puck.
- The F8 allows for tight turn, quickness and agility and the skate race through the gate and to the puck tests speed, power and compete.

### 16.3 U9: SKATE 3 // SPLIT ICE SCRIMMAGE (4 vs 4)

Participants will be ranked against a rubric.

#### Procedures

1. Participants will be assigned to teams that are 'like' skilled.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s) and play in a series of half-ice, 4 vs 4 games; which will follow the U9 game set-up as outlined by Hockey Calgary.
3. Games will be 2 x 24 minutes with a 3-minute break between games to allow for rest and to reassign teams to new games.
4. The game will be played with the smaller U9 regulation nets. In place of goalies, shooter tutors will be used.
5. With each game, participants will be rotated every 90 seconds with buzzers and lines will be rotated to the best of our abilities so that participants do not play with the same participants for any regular length of time.



#### 16.4 **U9: SKATE 4 // SPLIT ICE SCRIMMAGE (4 vs 4 GAME)**

Participants will be ranked against a rubric. The game will be played with the smaller U9 regulation nets. In place of goalies, shooter tutors will be used.

##### **Procedures**

1. Participants will be assigned to a team who are 'like skilled'.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s) and play in a series of half-ice, 4vs4 games; which will follow the U9 game set-up as outlined by Hockey Calgary.
3. Games will be 2 x 24 minutes with a 3-minute break between games to allow for rest and to reassign teams to new games.
4. With each game, participants will be rotated every 90 seconds with buzzers and lines will be rotated to the best of our abilities so that participants do not play with the same participants for any regular length of time.

#### 16.5 **U9: SKATE 5 // PLACEMENT GAME**

A group of representatives ***will evaluate a select number of participants*** who are being considered for movement. Participants will be ranked against other participants assigned to this ice time. Rubric and scoring will not be used. The process for the game will be similar to Skate 4: 4 vs 4 split ice scrimmage.

Due to ice time constraints select participants may be asked to sit out of these games if they are mathematically locked into their tiers. For example, the top 15 participants may be asked to sit out the placement game. As well the bottom 15 participants may be asked to sit out in these games.

### 17.0 **U11 – EVALUATION SESSIONS**

Southwest Hockey will utilize a combination of skill sessions, split ice scrimmage and full ice scrimmage-based sessions for U11.

#### 17.1 **U11: SKATE 1 // SKILL SESSIONS**

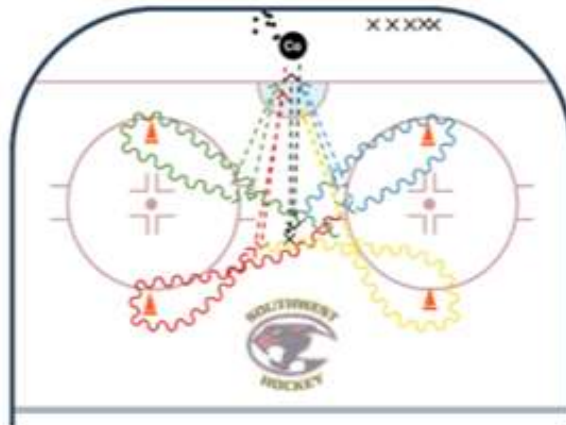
Participants will go through five (5) **Skill Drills**, which run for up to approximately 10 minutes each.

- Participants will be evaluated, receiving a score out of 4 (4 being best, 1 being worst), for each drill. The five (5) scores will be added together to give the participant their overall score out of 20.

**NOTE:** No competitive (1vs1) or 'game style' drills will occur during the Skills Skate for this age group.

### 17.1.1 SKATE 1 // DRILL 1: 4 SQUARE PASSING

#### STATION 1: 4 SQUARE PASSING STATION

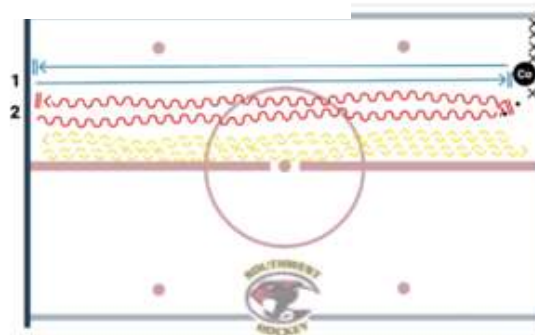


- This station is evaluating passing delivery and reception skills, as well as timing and positional awareness related to passing.
  - Skills being evaluated: Passing Delivery, Passing Reception, Timing the Pass, Positional Awareness (finding the target).
- The station begins with the player in the middle with a puck. It begins with the player with the puck making a pass to the Coach Passer and receiving it back.
- After this sequence the player carries the puck around each respective pylon/cone delivering a pass to the Coach Passer after they have gone around the cone and receiving one back.
- Sequence of cones does not matter but player must hit all four cones and return through the general middle of the 4 cones.
- It is expected the Coach Passer will not make perfect passes each time and the participants WILL NOT receive a lesser evaluation for imperfect passes. Evaluators will, however, look at how participants react to various passes as part of the positional awareness and timing component.
- Participants will get multiple reps to ensure they are adequately evaluated on their skills related to this station.
- While this station is not being timed and quality of passing over speed of completion is encouraged, participants who can perform the station with quality and speed will be subject to stronger evaluation scores.

### 17.1.2 SKATE 1 // DRILL 2: STRAIGHT LINE SKATING

#### STATION 2: STRAIGHT LINE SKATING STATION

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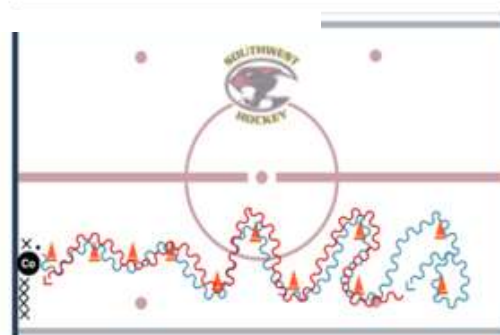


- The station is evaluating the mechanics of the skater, the quickness and speed, and the control.
- Participants will begin at the one end with the Coach.
- One (1) participant performs the station at a time skating across a straight line to the other side of the boards, coming to a complete stop, and skating back in a similar line towards the coach.
- This station will be performed skating forwards without a puck, skating forwards with a puck and skating backwards without a puck. Participants will get multiple reps to ensure evaluators have had a consistent look at each player.
- The station diagram has all three types of straight-line skating evaluations for this diagram but only one rep with a player will be taking place at a time.
  - Blue is straight line without the puck.
  - Red highlights straight line with the puck.
  - Yellow shows backwards without the puck.
- If the player understands backwards crossovers, they are encouraged to do so.

### 17.1.3 SKATE 1 // DRILL 3: PUCK CONTROL / AGILITY COURSE

#### STATION 3: PUCK CONTROL AND PUCK HANDLING COURSE

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- A player will start with a puck and proceed to go through the pylons/cones keeping the puck under control as best as they can.
- The first sequence of the cones has the cones in a row, moving to wider edges with control and finishing with a figure eight.
- After the player has finished the track, they will return back through the track completing the same thing but the opposite direction and returning to the coach with the puck.
- This evaluation station is not timed and is focused on puck control and puck handling, however, participants who can keep control and the puck on their stick with speed will be evaluated higher.
- The Blue path shows the first route through the track, and red path shows the return back through the track to the Coach.

#### 17.1.4 SKATE 1 // DRILL 4: DICE AGILITY SKATING STATION

### STATION 4: DICE AGILITY SKATING STATION



- This station evaluates agility skating, specifically edges. Also being evaluated are control and quickness through the tight turns.
- The station begins with one player heading to the middle cone skating around it and proceeding to each cone.
- After each cone, the player returns to the middle cone and skates around it before proceeding to the next cone.
- The order of the cones does not matter but the player must ensure they skate around each four outside cones.



### 17.1.5 SKATE 1 // DRILL 5: CATCH AND RELEASE SHOOTING (Notice Regression)

#### STATION 5: CATCH AND RELEASE SHOOTING STATION



- This station is evaluating a participants' ability to receive a pass and convert it into a shot, as well as their shooting abilities and mechanics, including accuracy and power.
- The player begins by skating without the puck around the top cone, receives a pass from the coach, and takes a shot towards the net.
- Following this, they choose a cone skate around, proceed to the top cone, skate around again and receive a pass from the other coach and take a shot.
- They then have a third sequence where they choose the opposite cone of the last station and receive a pass from the coach, totaling three reps in one sequence.
- Participants who receive imperfect passes will not be docked evaluation scores for this. Participants will get multiple reps at this station to ensure consistency.
- Blue signifies the first time through from the start of the station. Red is an example of the second rep through. Yellow highlights the third rep through the sequence.
- Participants can choose either cone to proceed around in any order but must alternate so evaluators can see how they receive and convert a shot on the second rep.
- **Regression for U11 skaters: U11 will not include the pass reception and shot. They will proceed in the same sequence but will have the puck on their stick the entire time and will pick up a puck instead of receiving and pass and converting a shot.**

### 17.2 U11: SKATE 2 // SPLIT ICE SCRIMMAGE (3 vs 3)

Participants will be ranked against a rubric.

#### Procedures

1. Participants will be assigned to a team who are 'like skilled'.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s) and play in a series of cross ice, 3-on-3 games.



3. Three (3) to four (4); 3-on-3 teams will be on the ice at any given time and will be differentiated using pinnies.
4. Games will last 12 to 15 minutes with a 3-minute break between games to allow for rest and to reassign teams to new games.
5. Within each game, participants will be rotated every 60 seconds by a buzzer and lines will be rotated to the best of our abilities; so that participants do not play with the same participants, for any regular length of time.
6. Every attempt will be made to have an equal number of participants per team; however, there may be variations between team sizes due to last minute illnesses, absences.
7. On-Ice leads will aim to ensure participants are getting as close to equal shifts as possible during the game.

### **17.3 U11: SKATE 3 & SKATE 4 // FULL ICE SCRIMMAGE**

This skate will be a full-ice scrimmage game with participants assigned to specific groupings based on their scoring from prior skating sessions. The number of participants in each grouping will be determined by the Age Group Eval Lead, the Director of Evaluations and the Assistant Director of Evaluations.

Participants will be ranked against a rubric.

#### **Procedure**

1. Participants will be assigned to a team who are 'like skilled'.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s).
3. Scrimmages will consist of three 15 mins periods, with changes done on the fly, at whistles, or at the discretion of the Bench volunteers. Bench volunteers will do their best to ensure participants are receiving similar ice time.
  - o **NOTE:** In the event a participant is not adhering to line changes, the participant **MAY** miss their next shift.
4. Skaters will be required to rotate through each of the forward and defence positions as well as to play with all assigned team mates.
5. Bench Volunteers will be asked to track positions as well as line-mates to ensure as much fairness as possible.

### **17.4 U11: SKATE 5 // PLACEMENT GAME**

#### **17.4.1 U11 AA // Top-40 Game**

**IMPORTANT:** The Top-40 game will determine the participants who will be placed on the U11 AA team. Any participant not selected to the U11 AA team will be placed on another team; based on their evaluation ranking.

1. The number of participants who will be eligible for this game will be exactly double the number of roster spots for the U11 AA team. For example, if the U11 AA team will roster 14 skaters and 2 goalies, the game will consist of 28 skaters and 4 goalies (Hybrid or full time).



2. The skaters will be ranked and split onto two (2) 'like-skilled' teams via a serpentine draft. The goalies will be split the same way.
3. The game will consist of a three (3) minute warm-up and three (3) fifteen (15) minute stop time periods. The teams will switch ends in the second and third periods.
4. Coaches from the association will be assigned to the benches for this game. These Coaches will be in charge of line changes, ensuring similar playing time for all participants.
5. Skaters will rotate through both forward and defence positions during the game.
6. Penalties result in a penalty shot. If the shot is saved, there will be a face-off in the same end the shot was taken. If there is a goal, the face-off will be at center ice.
7. The starting goaltender for each team will be chosen via coin flip.
8. The starting goaltender will play the entirety of the first period and half the second.
9. The second goalie will play half the second, and the entire third period.
10. A whistle will blow at the 7:30 mark of the second period, regardless of where the play is to switch goalies

#### **17.4.2 U11 Placement Games**

The evaluation team from Village Sports, along with the Southwest Evaluation team will evaluate the remaining participants utilizing our traditional Placement Game Format.

### **18.0 U13 – EVALUATION SESSIONS**

Southwest Hockey will utilize a combination of skill sessions, split ice scrimmage and full ice scrimmage-based sessions for U13.

#### **18.1 U13: SKATE 1 // SKILL SESSIONS**

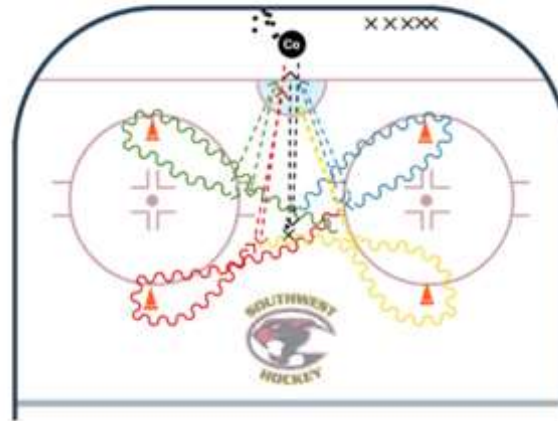
Participants will go through five (5) **Skill Drills**, which will run for up to approximately 10 minutes each.

- Participants will be evaluated, receiving a score out of 4 (4 being best, 1 being worst), for each drill. The five (5) scores will be added together to give the participant their overall score out of 20.

**NOTE**: No competitive (1vs1) or 'game style' drills will occur during the Skills Skate for this age group.

### 18.1.1 SKATE 1 // DRILL 1: 4 SQUARE PASSING STATION

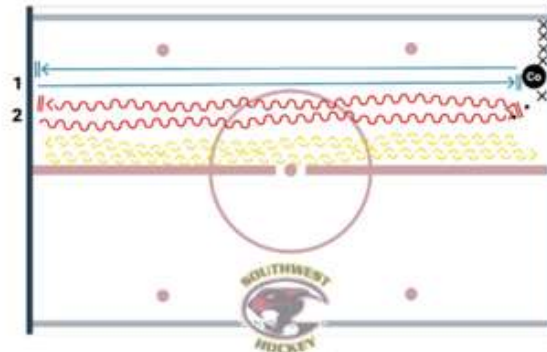
#### STATION 1: 4 SQUARE PASSING STATION



- This station is evaluating passing delivery and reception skills, as well as timing and positional awareness related to passing. Skills being evaluated: Passing Delivery, Passing Reception, Timing the Pass, Positional Awareness (finding the target).
- The station begins with the player in the middle with a puck. It begins with the player with the puck making a pass to the Coach Passer and receiving it back.
- After this sequence the player carries the puck around each respective pylon/cone delivering a pass to the Coach Passer after they have gone around the cone and receiving one back.
- Sequence of cones does not matter but player must hit all four cones and return through the general middle of the 4 cones.
- It is expected the Coach Passer will not make perfect passes each time and the participants WILL NOT receive a lesser evaluation for imperfect passes. Evaluators will, however, look at how participants react to various passes as part of the positional awareness and timing component.
- Participants will get multiple reps to ensure they are adequately evaluated on their skills related to this station. While this station is not being timed and quality of passing over speed of completion is encouraged, participants who can perform the station with quality and speed will be subject to stronger evaluation scores.

### 18.1.2 SKATE 1 // DRILL 2: STRAIGHT LINE SKATING STATION

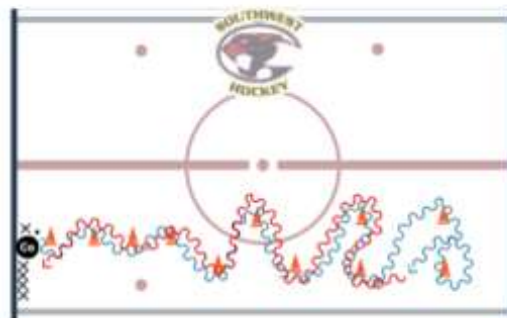
#### STATION 2: STRAIGHT LINE SKATING STATION



- The station is evaluating the mechanics of the skater, the quickness and speed, and the control.
- Participants will begin at the one end with the Coach. One player performs the station at a time skating across a straight line to the other side of the boards, coming to a complete stop, and skating back in a similar line towards the coach.
- This station will be performed skating forwards without a puck, skating forwards with a puck and skating backwards without a puck. Participants will get multiple reps to ensure evaluators have had a consistent look at each player.
- The station diagram has all three types of straight-line skating evaluations for this diagram but only one rep with a player will be taking place at a time.
  - Blue is straight line without the puck.
  - Red highlights straight line with the puck.
  - Yellow shows backwards without the puck.
- If participants understands backwards crossovers, they are encouraged to do so.

### 18.1.3 SKATE 1 // DRILL 3: PUCK CONTROL / AGILITY COURSE

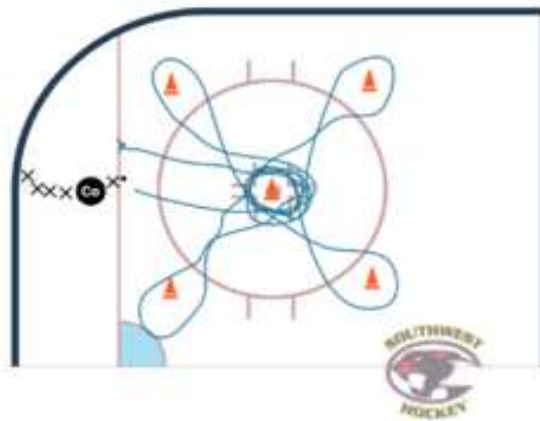
#### STATION 3: PUCK CONTROL AND PUCK HANDLING COURSE



- This station is testing puck handling and puck control on the move.
- A player will start with a puck and proceed to go through the pylons/cones keeping the puck under control as best as they can.
- The first sequence of the cones has the cones in a row, moving to wider edges with control and finishing with a figure eight.
- After the player has finished the track, they will return back through the track completing the same thing but the opposite direction and returning to the coach with the puck.
- This evaluation station is not timed and is focused on puck control and puck handling, however, participants who can keep control and the puck on their stick with speed will be evaluated higher.
- The Blue path shows the first route through the track. Red path shows the return back through the track to the Coach.

#### 18.1.4 SKATE 1 // DRILL 4: DICE AGILITY SKATING STATION

### STATION 4: DICE AGILITY SKATING STATION



- This station evaluates agility skating, specifically edges. Also being evaluated are control and quickness through the tight turns.
- The station begins with one player heading to the middle cone skating around it and proceeding to each cone.
- After each cone, the player returns to the middle cone and skates around it before proceeding to the next cone.
- The order of the cones does not matter but the player must ensure they skate around each four outside cones.

**NOTE:** Progression for U13 and U15 ONLY: Skaters will face the coach the entire time but do the same Dice sequence. This tests pivots, control and edges further. This requires "opening up" towards the coach.



### 18.1.5 SKATE 1 // DRILL 5: CATCH AND RELEASE SHOOTING

#### STATION 5: CATCH AND RELEASE SHOOTING STATION



- This station is evaluating a participants' ability to receive a pass and convert it into a shot, as well as their shooting abilities and mechanics, including accuracy and power.
- The player begins by skating without the puck around the top cone, receives a pass from the coach, and takes a shot towards the net.
- Following this, they choose a cone skate around, proceed to the top cone, skate around again and receive a pass from the other coach and take a shot.
- They then have a third sequence where they choose the opposite cone of the last station and receive a pass from the coach, totaling three reps in one sequence.
- Participants who receive imperfect passes will not be docked evaluation scores for this. Participants will get multiple reps at this station to ensure consistency.
- Blue signifies the first time through from the start of the station. Red is an example of the second rep through. Yellow highlights the third rep through the sequence.
- Participants choose either cone to proceed around in any order but must alternate so evaluators can see how they receive and convert a shot on the second rep.

### 18.2 U13: SKATE 2 // SPLIT ICE (3 vs 3) SCRIMMAGE

Participants will be ranked against a rubric.

#### Procedures

1. Participants will be assigned to a team who are 'like skilled'.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s) and play in a series of cross ice, 3-on-3 games.
3. Three (3) to four (4); 3-on-3 teams will be on the ice at any given time and will be differentiated using pinnies.
4. Games will last 15 minutes with a 3-minute break between games to allow for rest and to reassign teams to new games.
5. Within each game, participants will be rotated every 60 seconds by a buzzer and lines will be rotated to the best of our abilities; so that participants do not play with the same participants, for any regular length of time.



6. Every attempt will be made to have an equal number of participants per team; however, there may be variations between team sizes due to last minute illnesses, absences.

### **18.3 U13: SKATE 3 & SKATE 4 // FULL-ICE SCRIMMAGE**

This skate will be a full ice scrimmage game with participants assigned to specific groupings based on their scoring from prior sessions. The number of participants in each grouping will be determined by the Age Group Eval Lead, the Director of Evaluations and the Assistant Director of Evaluations.

Participants will be assigned to teams based on their scores in prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted teams.

Participants will be ranked by the Evaluators **against a rubric**.

#### **Procedure**

1. Participants will be assigned to a team who are 'like skilled'.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s)
3. Scrimmages will consist of three 15 mins periods, with changes done on the fly or at whistles at the participants discretion.
4. Should there be a situation where there is a lack of forwards or defence during this **session**, participants on the ice will be asked to rotate to fill the void.
  - a. The skaters preferred position will be clearly communicated to the evaluators and the participants will be evaluated accordingly.
  - b. Bench Staff may be asked to monitor positions as well as linemates to ensure fairness, as much as possible.

### **18.4 U13: SKATE 5 – PLACEMENT GAME**

#### **18.4.1 U13 TIER 1 // Top-40 Game**

**IMPORTANT:** The Top-40 game will determine the participants who will be placed on the Tier 1 team. Any participant not selected to the Tier 1 team will be placed on another team; based on their evaluation ranking.

1. The number of participants who will be eligible for this game will be approximately double the number of roster spots for the Tier 1 team. For example, if the Tier 1 team will roster 17 skaters and 2 goalies, the game can consist of up to 34 skaters and 4 goalies.
2. The skaters will be ranked and split onto two (2) 'like' skilled teams via a serpentine draft. The goalies will be split the same way.
3. The game will consist of a three (3) minute warmup and three (3) fifteen (15) minute stop time periods. Teams will switch ends in the second and third periods.



4. Coaches from the association will be assigned to the benches for this game. These coaches will be in charge of line changes and ensuring similar playing time for all participants and goaltenders.
5. Penalties result in a penalty shot. If the shot is saved, there will be a face-off in the same end the shot was taken. If there is a goal, the face-off will be at center ice.
6. Starting goaltender for each team will be chosen via coin flip. The starting goaltender will play the entirety of the first period and half the second. The second goalie will play half the second, and the entire third period. A whistle will blow at the 7:30 mark of the second period, regardless of where the play is to switch goalies.

#### 18.4.2 U13 Placement Games

The evaluation team from Village Sports, along with the Southwest Evaluation team will evaluate the remaining participants utilizing our traditional Placement Game Format.

### 19.0 U15 – EVALUATION SESSIONS

Southwest Hockey will utilize a combination of skill sessions, split ice scrimmage and full ice scrimmage-based sessions for U15:

#### 19.1 U15 SKATE 1 // SKILL SESSION

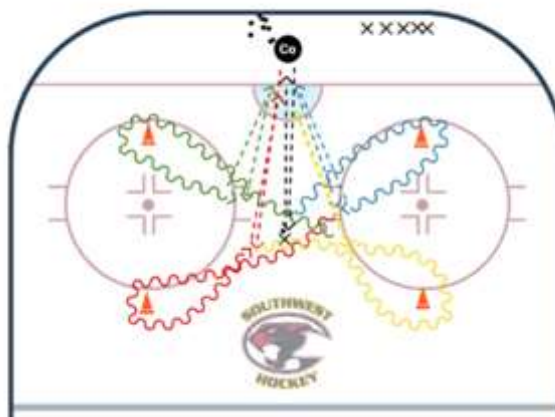
Participants will go through five (5) **Skill Drills**, which will run for up to approximately 10 minutes each.

- Participants will be evaluated, receiving a score out of 4 (4 being best, 1 being worst), for each drill.
- The five (5) scores will be added together to give the participant their overall score out of 20.

**NOTE:** No competitive (1vs1) or 'game style' drills will occur during the Skills Skate for this age group.

##### 19.1.1 SKATE 1 // DRILL 1: 4 SQUARE PASSING

#### STATION 1: 4 SQUARE PASSING STATION

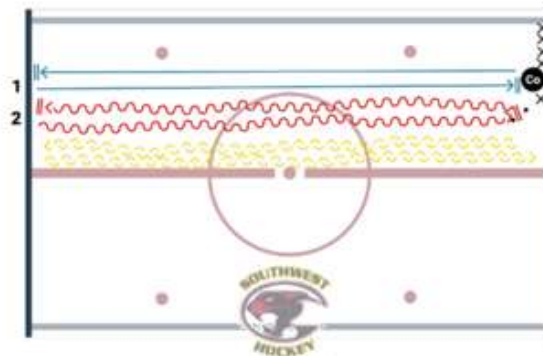


- This station is evaluating passing delivery and reception skills, as well as timing and positional awareness related to passing. Skills being evaluated: Passing Delivery, Passing Reception, Timing the Pass, Positional Awareness (finding the target).
- The station begins with the player in the middle with a puck. It begins with the player with the puck making a pass to the Coach Passer and receiving it back.
- After this sequence the player carries the puck around each respective pylon/cone delivering a pass to the Coach Passer after they have gone around the cone and receiving one back.
- Sequence of cones does not matter but player must hit all four cones and return through the general middle of the 4 cones.
- It is expected the Coach Passer will not make perfect passes each time and the participants WILL NOT receive a lesser evaluation for imperfect passes.
- Evaluators will, however, look at how participants react to various passes as part of the positional awareness and timing component.
- Participants will get multiple reps to ensure they are adequately evaluated on their skills related to this station.
- While this station is not being timed and quality of passing over speed of completion is encouraged, participants who can perform the station with quality and speed will be subject to stronger evaluation scores.

#### 19.1.2 SKATE 1 // DRILL 2: STRAIGHT LINE SKATING STATION

##### STATION 2: STRAIGHT LINE SKATING STATION

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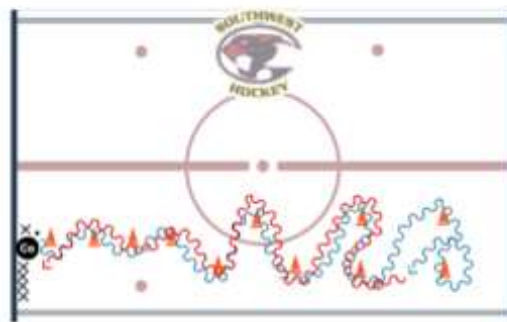
- The station is evaluating the mechanics of the skater, the quickness and speed, and the control.
- Participants will begin at the one end with the Coach. One player performs the station at a time skating across a straight line to the other side of the boards, coming to a complete stop, and skating back in a similar line towards the coach.
- This station will be performed skating forwards without a puck, skating forwards with a puck and skating backwards without a puck. Participants will get multiple reps to ensure evaluators have had a consistent look at each player.
- The station diagram has all three types of straight-line skating evaluations for this

diagram but only one rep with a player will be taking place at a time.

- Blue is straight line without the puck.
- Red highlights straight line with the puck.
- Yellow shows backwards without the puck.
- If participants understands backwards crossovers, they are encouraged to do so.

### 19.1.3 SKATE 1 // DRILL 3: PUCK CONTROL AND PUCK HANDLING COURSE

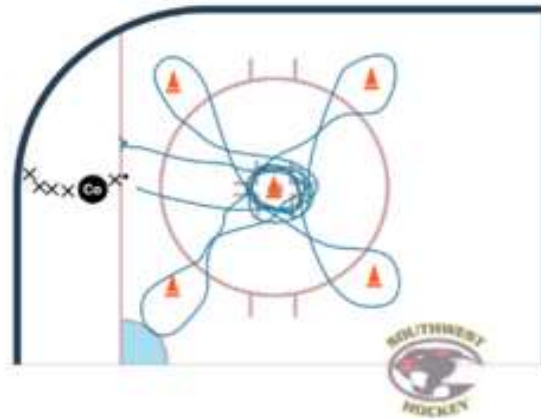
#### STATION 3: PUCK CONTROL AND PUCK HANDLING COURSE



- This station is testing puck handling and puck control on the move.
- A player will start with a puck and proceed to go through the pylons/cones keeping the puck under control as best as they can.
- The first sequence of the cones has the cones in a row, moving to wider edges with control and finishing with a figure eight.
- After the player has finished the track, they will return back through the track completing the same thing but the opposite direction and returning to the coach with the puck.
- This evaluation station is not timed and is focused on puck control and puck handling, however, participants who can keep control and the puck on their stick with speed will be evaluated higher.
- The Blue path shows the first route through the track. Red path shows the return back through the track to the Coach.

#### 19.1.4 SKATE 1 // DRILL 4: DICE AGILITY SKATING STATION

### STATION 4: DICE AGILITY SKATING STATION



- This station evaluates agility skating, specifically edges. Also being evaluated are control and quickness through the tight turns.
- The station begins with one player heading to the middle cone skating around it and proceeding to each cone.
- After each cone, the player returns to the middle cone and skates around it before proceeding to the next cone.
- The order of the cones does not matter but the player must ensure they skate around each four outside cones.

**NOTE:** Progression for U13 and U15 ONLY: Skaters will face the coach the entire time but do the same dice sequence. This tests pivots, control and edges further. This requires "opening up" towards the coach.

#### 19.1.5 SKATE 1 // DRILL 5: CATCH AND RELEASE SHOOTING STATION

### STATION 5: CATCH AND RELEASE SHOOTING STATION





- This station is evaluating a participants' ability to receive a pass and convert it into a shot, as well as their shooting abilities and mechanics, including accuracy and power.
- The player begins by skating without the puck around the top cone, receives a pass from the coach, and takes a shot towards the net.
- Following this, they choose a cone skate around, proceed to the top cone, skate around again and receive a pass from the other coach and take a shot.
- They then have a third sequence where they choose the opposite cone of the last station and receive a pass from the coach, totaling three reps in one sequence.
- Participants who receive imperfect passes will not be docked evaluation scores for this. Participants will get multiple reps at this station to ensure consistency.
- Blue signifies the first time through from the start of the station. Red is an example of the second rep through. Yellow highlights the third rep through the sequence.
- Participants choose either cone to proceed around in any order but must alternate so evaluators can see how they receive and convert a shot on the second rep.

### 19.2 U15: SKATE 2 // SPLIT ICE (3 vs 3) SCRIMMAGE

Participants will be ranked by the evaluators against a rubric.

#### Procedures

1. Participants will be assigned to a team who are 'like skilled'.
2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s) and play in a series of cross ice, 3-on-3 games.
3. Three (3) to four (4); 3-on-3 teams will be on the ice at any given time and will be differentiated using pinnies.
4. Games will last 15 minutes with a 3-minute break between games to allow for rest and to reassign teams to new games.
5. Within each game, participants will be rotated every 60 seconds by a buzzer and lines will be rotated to the best of our abilities; so that participants do not play with the same participants, for any regular length of time.
6. Every attempt will be made to have an equal number of participants per team; however, there may be variations between team sizes due to last minute illnesses, absences.

### 19.3 U15: SKATE 3 and SKATE 4 // FULL ICE SCRIMMAGE

These skates will be full-ice scrimmage games with participants assigned to specific groupings based on their scoring from prior skating sessions. The number of participants in each grouping will be determined by the Age Group Eval Lead, the Director of Evaluations and the Assistant Director of Evaluations. Teams will be based on a 'serpentine draft' in order to allow for equally weighted teams.

#### Procedures

1. Participants will be assigned to a team who are 'like skilled'.





2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s)
3. Scrimmages will consist of three (3) 15 mins periods, with changes done on the fly or at whistles at the participants discretion.
4. If there is a situation where there is a lack of forwards or defense during this **session**, participants on the ice will be asked to rotate to fill the void.
  - a. The skaters preferred position will be clearly communicated to the evaluators and the participants will be evaluated accordingly.
  - b. Bench Staff may be asked to monitor positions as well as linemates to ensure fairness, as much as possible.

#### **19.4 U15: SKATE 5 – PLACEMENT GAME**

##### **19.4.1 U15 TIER 1 // Top-40 Game**

**IMPORTANT:** The Top-40 game will determine the participants who will be placed on the Tier 1 team. Any participant not selected to the Tier 1 team will be placed on another team; based on their evaluation ranking.

1. The number of participants who will be eligible for this game will be approximately double the number of roster spots for the Tier 1 team. For example; if the Tier 1 team will roster 17 skaters and 2 goalies, the game can consist of up to 34 skaters and 4 goalies.
2. The skaters will be ranked and split onto two (2) 'like' skilled teams via a serpentine draft. The goalies will be split the same way.
3. The game will consist of a three (3) minute warmup and three (3) fifteen (15) minute stop time periods. The teams will switch ends in the second and third periods.
4. Coaches from the association will be assigned to the benches for this game. These coaches will be in charge of line changes and ensuring similar playing time for all participants and goaltenders.
5. Penalties will result in a penalty shot. If shot is saved, there will be a faceoff in the same end the shot was taken. If there is a goal, the faceoff will be at center ice.
6. The starting goaltender for each team will be chosen via coin flip. The starting goaltender will play the entirety of the first period and half the second. The second goalie will play half the second, and the entire third period. A whistle will blow at the 7:30 mark of the second period, regardless of where the play is to switch goalies.

##### **19.4.2 PLACEMENT GAMES**

The evaluation team from Village Sports, along with the Southwest Evaluation team will evaluate the remaining participants utilizing our traditional Placement Game Format.

## 20.0 U18 – EVALUATION SESSIONS

Southwest Hockey will utilize a combination of skill sessions, split ice scrimmage and full ice scrimmage-based sessions for U15:

### 20.1 U18 SKATE 1 // SKILL SESSION & 3 vs 3

#### Procedure

1. Participants will be assigned to a team with participants who are like-skilled.
2. Participants will be assigned to teams based on their scores from the previous ice time and will be assigned teams based on a serpentine draft in order to allow for equally weight team (s) and play in a series of cross ice, 3 v 3 games.
3. Three (3) 3 v 3 teams will be on the ice at any given time and differentiated using pinnies.
4. Two (2) of the three (3) teams will be playing a 3 v 3 game, while the other team will be completing skill drills.

#### Scrimmage 3 vs 3

1. Games are 18 minutes long, with participants changing on the buzzer every 90 seconds.
2. On-ice leads will ensure participants are getting equal ice time, and participants are not 'jumping the line' to get more game time.
3. Participants will be evaluated on the game rubric (marked out of 20)

#### Skills

1. While the 3 v 3 is going on in one end, the other group will compete in Skill Drills.
2. Three (3) Skill Drills split into stations. Participants spend six (6) minutes in each station.
3. Participants will be evaluated on the skills rubric
4. **IMPORTANT**: These drills will be more competitive in nature as participants should be at a 'like-skill' level.

#### Evaluation Scoring

- **NOTE**: The Skill Score and the Game Score will be COMBINED to formulate the total score for this session.

#### 20.1.1 SKATE 1 // DRILL 1: GATE KEEPER

##### COMPETITIVE STATION 1: GATEKEEPER



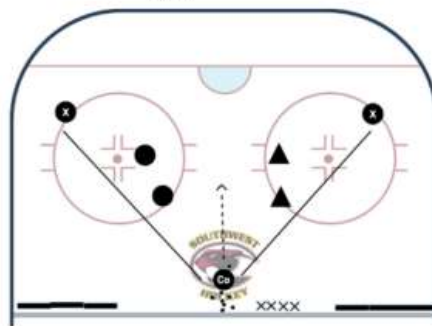
- This station evaluates puck control, puck handling, puck protection, body positioning/strength on puck, and compete.
- Two participants start the station facing each other without the puck.
- A coach spots the puck in and begins the station of keep-away.
- The goal of the station is to skate the puck through the gate to the coach.
- Upon doing that, the coach will spot the puck to the opposite player who was just "scored" on and the puck protection station will begin again.
- Alternatively, mini-nets (smaller than U9 nets) can be used and player can skate them into the net instead of coaches to remove "volunteers" who may not be available.
- There can also be one "coach gate" instead of two as well.
- This station requires "bumpers" to ensure it is a smaller area and that pucks do not scatter about the other evaluation stations. The drill will be outlined and detailed by the on-ice lead so all participants know what's happening.

### 20.1.2 SKATE 1 // DRILL 2: 2vs2 PASS AND POSSESS

#### COMPETITIVE STATION 2: 2 VS. 2 PASS AND POSSESS

Time:

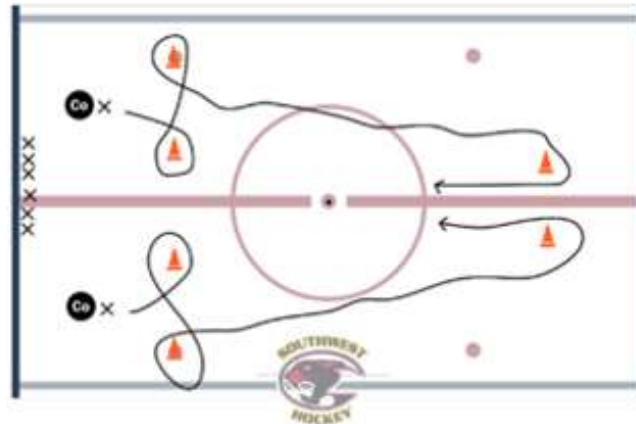
Station:



- This competitive station evaluates puck possession/puck control, passing delivery and reception, hockey IQ, positional awareness, defensive skills and compete. It requires participants to move, be active and think on their feet.
- The premise of the station is complete as many possible passes with the stationary outside passers and Coach Passers as possible. The passers play for the tandem who has the puck. This station can also be a 1 on 1 if needed.

### 20.1.3 SKATE 1 // DRILL 3: F8 RACES

#### COMPETITIVE STATION 3: F8 SKATING RACES



- This station evaluates skating, speed, and compete in a head-to-head race between participants.
- Participants begin beside the coach(es) and proceed through a F8 cone obstacle before heading out to the far cones, proceeding through the gate and competing for the puck.
- There are many variations to this race and configuration can be adjusted but the F8 allows for tight turn, quickness and agility and the skate race through the gate and to the puck tests speed, power and compete.
- Participants will do the basic drill, and to save the ice, cone placement may change from group to group.

### 20.2 U18 SKATE 2, SKATE 3 & SKATE 4 // 5 vs 5 SCRIMMAGE

Participants will be ranked by the evaluators against a rubric.

#### Procedures

These skates will be full-ice scrimmage games with participants assigned to specific groupings based on their scoring from prior skating sessions. The number of participants in each grouping will be determined by the Age Group Eval Lead, the Director of Evaluations and the Assistant Director of Evaluations.

Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted teams.

1. Participants will be assigned to a team who are 'like skilled'.



2. Participants will be assigned to teams based on their scores in the prior skates and will be assigned to teams based on a 'serpentine draft' in order to allow for equally weighted team(s)
3. Scrimmages will consist of three 15 mins periods, with changes done on the fly or at whistles at the participants discretion.
4. If there is a situation where there is a lack of forwards or defense during this session, participants on the ice will be asked to rotate to fill the void.
  - a. The skaters preferred position will be clearly communicated to the evaluators and the participants will be evaluated accordingly.
  - b. Bench staff may be asked to monitor positions as well as linemates to ensure fairness.

## **20.3 U18 SKATE 5 // PLACEMENT GAME**

### **20.3.1 U18 TIER 1 // Top-40 Game**

**IMPORTANT:** The Top-40 game will determine the participants who will be placed on the Tier 1 team. Any participant not selected to the Tier 1 team will be placed on another team; based on their evaluation ranking.

1. The number of participants who will be eligible for this game will be approximately double the number of roster spots for the Tier 1 team. For example, if the Tier 1 team will roster 17 skaters and 2 goalies, the game can consist of up to 34 skaters and 4 goalies.
2. The skaters will be ranked and split onto two (2) 'like' skilled teams via a serpentine draft. The goalies will be split the same way.
3. The game will consist of a three (3) minute warmup and three (3) fifteen (15) minute stop time periods. The teams will switch ends in the second and third periods.
4. Coaches from the association will be assigned to the benches for this game. These coaches will be in charge of line changes and ensuring similar playing time for all participants and goaltenders.
5. Penalties result in a penalty shot. If the shot is saved, there will be a faceoff in the same end the shot was taken. If there is a goal, the faceoff will be at center ice.
6. The starting goaltender for each team will be chosen via coin flip. The starting goaltender will play the entirety of the first period and half the second. The second goalie will play half the second, and the entire third period. A whistle will blow at the 7:30 mark of the second period, regardless of where the play is to switch goalies.

### **20.3.2 PLACEMENT GAMES**

The evaluation team from Village Sports, along with the Southwest Evaluation team will evaluate the remaining participants utilizing our traditional Placement Game Format.

## 21.0 HOUSE LEAGUE

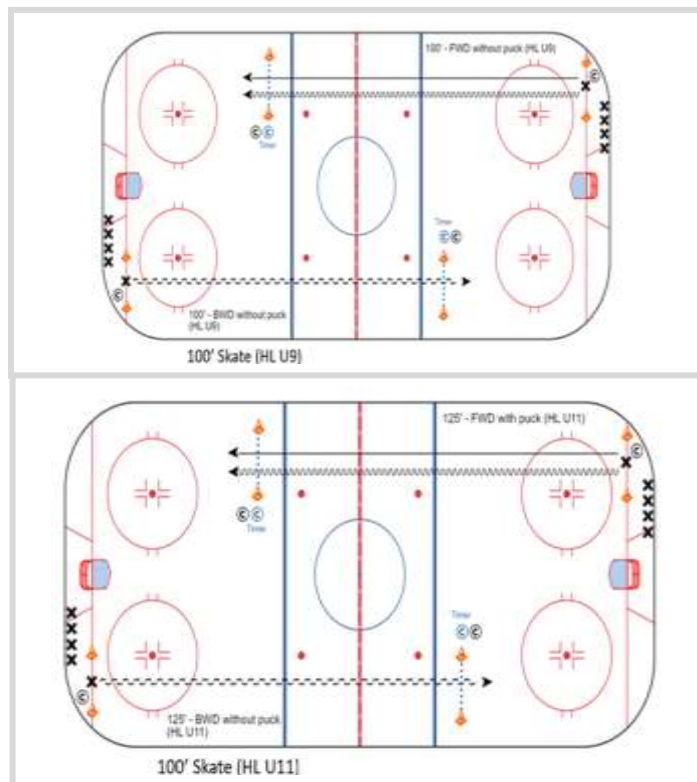
House League (HL) evaluations will be conducted under similar guiding principles as all SW Hockey evaluations.

1. Will be evaluated in two (2) skill-based sessions to determine their overall skill sets.
2. Evaluation groups **will be made using alphabetical order**.
3. Participants will be placed on teams based on the overall scores of the two (2) sessions, and teams will be made equally; to ensure they are balanced.

### 21.1 HL: SKATE 1 - SKILLS

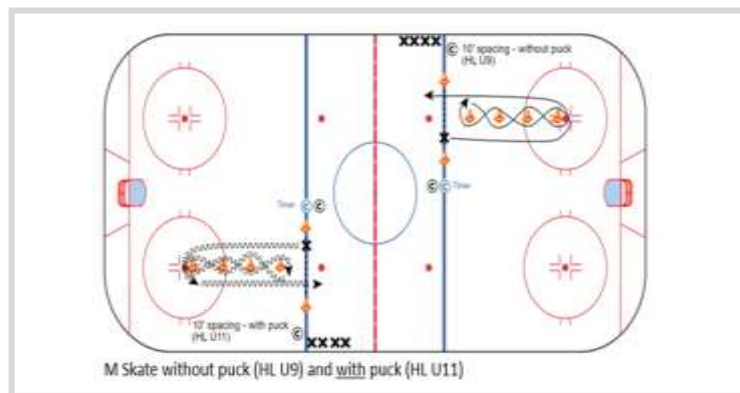
#### 21.1.1 DRILL 1 & DRILL 2 – 100' Skate / 125' Skate

- Participants will complete these drills up to three (3) times each. These drills consist of skating forwards in a straight line, skating backwards in a straight line.
- House League U9 will complete this drill **WITHOUT** pucks
- House League U11 will complete this drill **WITH** pucks.
- Participants will start on the goal line and skate through to the cones at the other end of the rink.
- Up to three (3) attempts will be given to skate these drills.
- After their attempts have been completed, they will switch to completing the drill backwards.



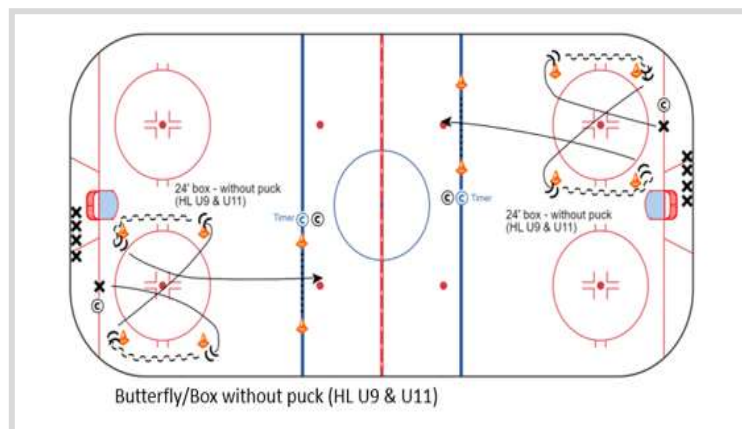
### 21.1.2 DRILL 3 – ‘M’ Skate

- Drill will be completed twice.
- First cone is spaced 10’ from the starting line.
- Participant skates to the far cone and executes a tight turn.
- Weaves back through the cones, executes another tight turn and then weaves back to the furthest cone.
- Once around the last cone, participants sprint back to the starting line.
  - HL U11 will complete this drill **WITH** pucks, and HL U9 will complete **WITHOUT** pucks.
- Participants will be given two (2) chances to skate the drill. After each participant has completed their two (2) attempts, they will move on to the next drill.



### 21.1.3 DRILL 4 – Butterfly / Box Drill

- This drill will be completed twice.
- HL U9 and HL U11 will complete this drill without pucks.
- Starts in-line with the bottom cones and skates forward around the top cone.
- Pivots backwards and skates to the bottom cone.
- Open pivots around the lower cone and skate’s forwards to the opposite top cone.
- Pivots backwards and skates to the bottom cone.
- Open pivots forward and sprints past the top of the 24’ box.

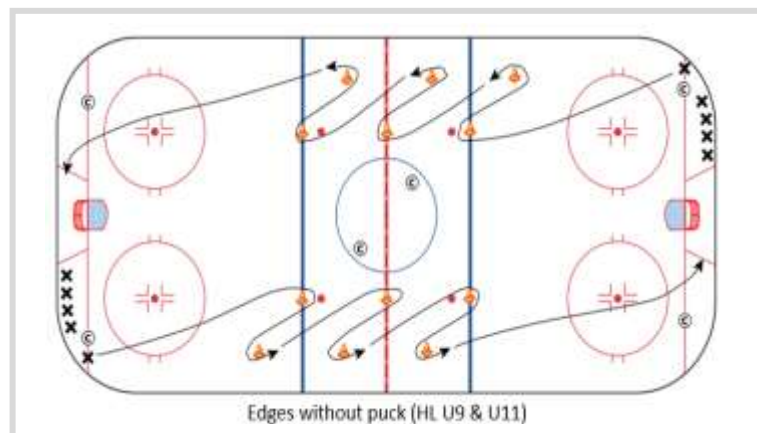




## 21.2 HL: SKATE 2 – Edges & Stopping

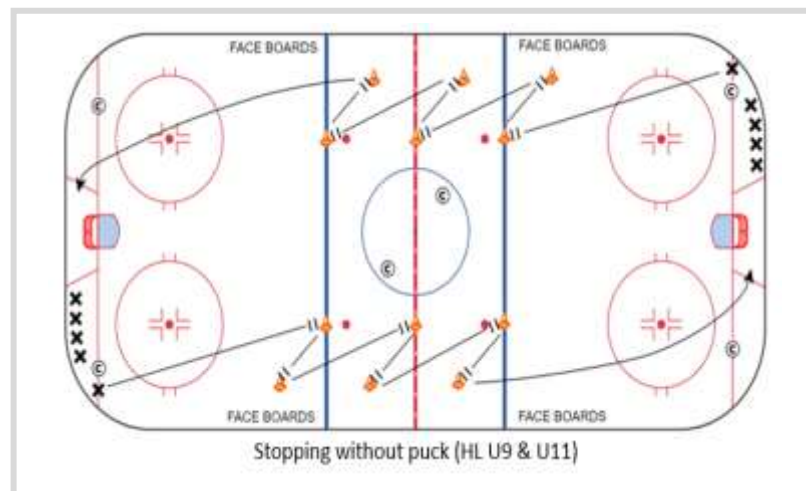
### 21.2.1 DRILL 1 – Edges

- Skater starts on goal line and skates forward through the cone pattern. Next skater starts when the skater has crossed the far blue line.
- This drill is completed with **NO** pucks.
- Each participant will complete this one (1) time, from each side of the ice.



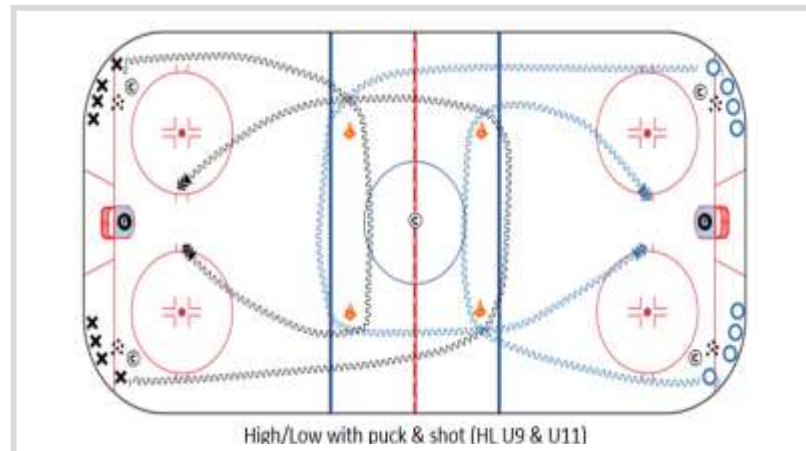
### 21.2.2 DRILL 2 - Stopping

- Participants start on the goal line and skate forward through the cone pattern.
- Next skater starts when the other skater has crossed the far blue line.
- **NO** pucks for this drill.
- The participant **ALWAYS** faces the 'participants box' when stopping in this drill.
- Will complete this drill from each side of the ice.



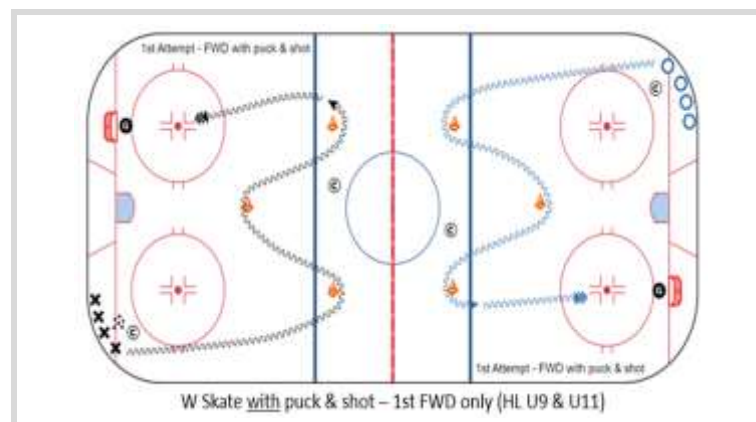
### 21.2.3 DRILL 3 – ‘High / Low Drill’

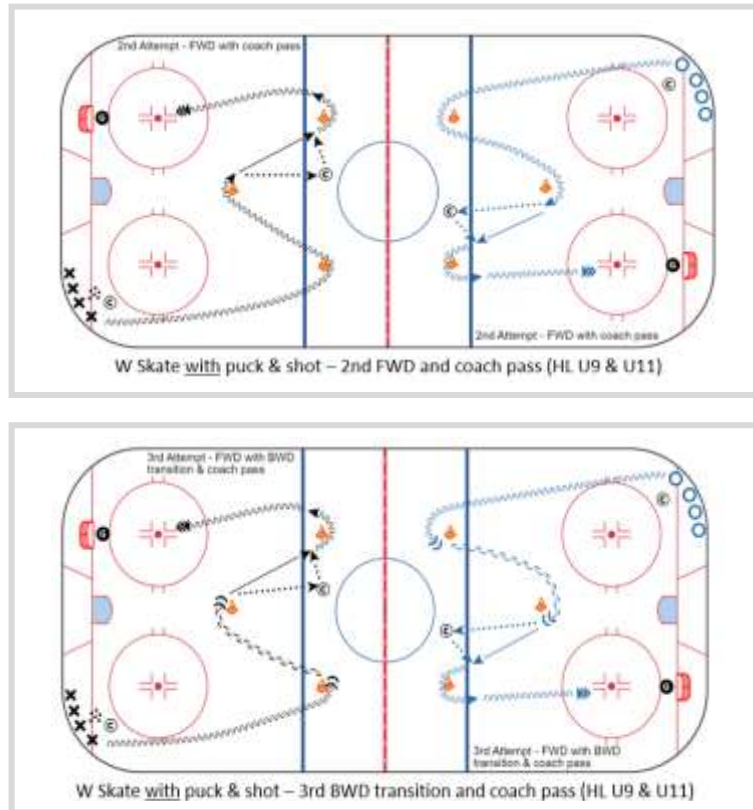
- On the whistle X1 and X3 take the long route around the cones, and X2 and X4 take the short route around the cones.
- This drill will be done **WITH** pucks.
- Skaters will end up in the same end that they started.
- When back on their own end, they may take a shot on the goalie.
- The goalie will get two (2) shots per run through the drill.
- It is important for participants to remember to keep their head up during this drill.



### 21.2.4 DRILL 4 – ‘W Skate with Coach Pass’

- Cones will be placed on off-side dots and center of ringette line.
- This drill will be completed three (3) times.
- First time will be forward **WITH** a puck.
- Second time will be forward **WITH** a puck involving a coach pass.
- Third time will be forward to backwards transition and a coach pass.
- Participants will start and finish on the bottom hash marks.





## 22.0 GOALTENDER (FULL-TIME & HYBRID) EVALUATION & SELECTION CRITERIA

### 22.1 Third-Party Goalie Evaluators

Goaltenders will be evaluated by a Third-Party Goalie Development Group which will be contracted & approved by the SW Hockey Board.

The VP On-Ice in conjunction with the Director of Evaluations, and Goalie Coordinator will seek proposal(s) from qualified parties and will recommend a Third-Party Goalie Development Group based on criteria that are established by the Southwest Board. Examples of the criteria used to select the successful Third-Party Goalie Development Group may include;

1. The technical qualifications of third-party evaluators;
2. The methodology of the proposed evaluation process;
3. The cost of the third-party goalie development group;
4. Or any other selection criteria the Board may deem appropriate.

Once chosen, the Third-Party Goalie Development Group in consultation with the VP On-Ice, Director of Development, Director of Evaluations and the Goalie Coordinator will finalize the specific process and evaluation criteria used to rank and assign goalies to specific teams.



At a minimum, the evaluation of goaltenders will require specific attention outside of the regular participant evaluation scrimmage sessions. SW Hockey will include the goaltenders in all participant scrimmage sessions but will also book at least one (1) session for goaltender specific evaluations (generally at the beginning of the evaluation period).

The evaluation session will be a combination of session(s) as outlined below. In consultation with the Third-Party Goalie Development Group, the Director of Evaluations will determine which form of session will be utilized and for what Age Divisions. At the Director of Evaluations sole discretion, some Age Divisions may utilize more than one ice session to accommodate these sessions.

1) **TECH Session(s)**

- a. These TECH Sessions may include specific skill-based sessions as determined by the Third-Party Goalie Development Group;
- b. The Third-Party Goalie Development Group will post its specific drills to the SW Hockey website, prior to the start of the season.

2) **Small Area Games & Scrimmage Games**

- a. At the conclusion of the TECH Session(s), the Third-Party Development Goalie Group will, in conjunction with the Director and Assistant Director of Evaluations, will assign each evaluated goalie to one (1) or more Small Area & Scrimmage Games.

**22.2 STIX Goalie Criteria and Rationale**

The STIX Goaltending Evaluation process is detailed and thorough. With the additional analysis of the goalies, STIX feels this provides more than enough information to make the correct decision.

STIX will rank the goalies and then provide in depth analysis and explanation as to why they ranked them where we did, and finally have the scores which is the confirmation versus the only indication.

**22.2.1 Ranking Criteria**

1. **Movement** (*Ability, Speed & Technique*)
2. **Rebound Control** (*Stick Use, Body Control, Visual Attachment*)
3. **Positioning** (*Depth Management, Rush Play, Threat Identification*)
4. **In Zone Awareness** (*Reading Threats, Depth Management, Adjustments*)
5. **Save Selection** (*Post Play/Below the Goalline, Holding Feet vs Butterfly, Arriving on Feet vs Sliding*)
6. **Puck Handling** (*Ability, Confidence, Awareness*)
7. **Compete** (*Body Language, Mindset, Leadership & Communication*)

**22.2.2 Scoring System**

Scoring system is out of five (5); based on where an elite goaltender would be in this age group. The numbers can sometimes be tough to digest which is why STIX also breakdown notes on each category. When STIX is able to add notes, they can then use the breakdown to help with any tight rankings.



Along with the notes STIX also break down the goals against and saves per game. This helps give a clearer picture if Parents/Guardians state their child wasn't scored on during evaluations, but (for example) only had five (5) shots against. This tracking adds another layer to the evaluation process.

Finally, STIX will provide a ranking during each game eval. So, they can establish if goalies are meant to be in the grouping they are in.

### 22.2.3 STIX GOALTENDING RATIONALE

**Goalie Only Skate:** This skate is designed to get initial rankings on the goalies and determine where STIX believes the goalies rank. With this skate STIX typically design drills that will give them an indication of the core criteria to look for. STIX will also add in a drill that is quite challenging to test goalies and see their competitive level. From this skate STIX would pass along our rankings to the association to determine division for the game play.

**Game Play:** Throughout the evaluation process STIX will be breaking down the goalie's gameplay and situational awareness. They can simulate some of this in the goalie only skate but seeing the goalies in gameplay will always provide the most accurate rankings. Reading the goalies ability to match the pace of play. The gameplay also may bring up a scenario where a goalie is outplaying the current level, we do in situations ask that we can bring a goalie up or down according to ensure they end up in the best fit. They provide their logic and reasoning behind the rankings.

**Integrity:** STIX understands that evaluations bring along a lot of stress and pressure to everyone involved. They pride themselves on integrity and being 100% fair to all goalies at the evaluations.

### 22.3 STIX EVALUATION SHEET

Category	Skill	Score	Notes
Movement	Speed, power, efficiency		
Rebound Control	Stick Use, Hands, Body Saves, Recovery to Rebounds		
Positioning	Identifying the threats, Depth Management, Movement Selection		
In Zone Awareness	Scanning, Angles, Communication		
Save Selection	Use BF effectively, Holds feet, Post Play, Below the goal line		
Puck Handling	Ability, Decision Making		
Compete	Body Language, Effort, Mindset		
Other Notes			

**NOTE:** After the completion of each ice time, the Third-Party Goalie Development Group will provide to the Goalie Div Lead, as well as the Director of Evaluations and Assistant



Director of Evaluations, their scores based on the grid above as well as their recommendations (if any) for goalie movement between the various Small Area Games & Scrimmage ice times. At the conclusion of all on-ice sessions, the Third-Party Goalie Development Group will provide their final ranking of all goalies for each Age Group for review and acceptance by the Goalie Coordinator, Director of Evaluations and Assistant Director of Evaluations.

**22.4 STIX GAME SHEET**

**Association:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Goalies:** \_\_\_\_\_ **Evaluator:** \_\_\_\_\_

Goalie #	Saves	Goals Against	Goal Location				
			Glove	Blocker	5 Hole	7 Hole	Backdoor

**22.5 HYBRID GOALIE EVALUATIONS**

**22.5.1 Rationale**

The U11 ‘Hybrid Goalie’ Policy is in place to allow registrants in the **U11 age category** **only** the opportunity to participate as both a ‘skater’ and a ‘goaltender’. This formal policy is in place for the following reasons:

1. Hockey Alberta U11 Player Pathway states that U11 ‘goaltenders’ have the opportunity to dress as a ‘skater’ when not playing in goal.
2. Guidelines and criteria are needed to ensure registrants with wide skill discrepancies between the two positions are not inappropriately impacting the game.
3. Registrants transitioning from U9 to U11 have never had the opportunity to play the ‘goaltender’ position in a full ice environment and may not be comfortable committing to the position at the beginning of the year.
4. Current shortage of goalies in U11 and U13
5. Current U11 ‘goaltenders’ spend half of their games sitting on the bench.

**22.5.2 General**

Southwest Hockey requires participants to identify their position (Hybrid Goalie or Goalie) during the time of registration for the U11 Age Division.

- Once the decision is made to evaluate in that position, participants will **NOT** be permitted to change unless exceptional circumstances can be demonstrated and agreed to by the Off-Ice Eval Coordinator, the Goalie Div Lead and the Director of Evaluations.



Team Placement will adhere to the principles laid out by Hockey Calgary in the Hockey Calgary U11 Hybrid Goalie Policy.

### 22.5.3 Goalie Gear

Hybrid Goalies are responsible for acquiring their own goalie gear for the U11 Age Division. If this is causing a limitation to participating as a hybrid goalie; **PLEASE** reach out to SW Registrar as we have programs in place to support goalie equipment for families in need.

### 22.5.4 Evaluation Considerations

- **Positions:** All prospective 'Hybrid Goalies' must evaluate as **BOTH** a 'goaltender' **AND** a 'skater'; at a minimum of two (2) 'goaltender' sessions and two (2) 'skater' sessions. It is recommended they evaluate at each position an equal number of times; however, this may vary and is not guaranteed in the circumstances of illness, injury or absences.
- **Sessions:** It is recommended during 'goaltender' evaluations that at least one (1) skills-based session and one (1) Small Area Games or Scrimmage session is provided. U11 Hybrid Goalies will be evaluated at the goalie specific skills sessions and minimum one (1) other evaluation session. They will skate as 'skaters' for the Skill Skate session (Skate 1).
- **Frequency:** Associations are encouraged to evaluate prospective 'Hybrid Goalies' at each position as many times as possible. As such: **registrants may be asked to participant in multiple sessions per day.**

### 22.5.5 Placement Considerations

The Director of Evaluations, and Assistant Director of Evaluations have sole discretion with regards to team placement; in consultation with the Director of Coaches, and VP On-Ice.

Considerations that are factored in when placing 'Hybrid Goalies' include, but are not limited to:

- Placing 'Hybrid Goalies' together on the same team.
- 'Range within Range' placement.
- Teams are permitted to have more than two (2) 'Hybrid Goalies' per team.

'Hybrid Goalie' evaluation results will not be shared, & participants will not be permitted to have input on their team placement; just as no other SW Hockey participant is permitted.

#### **Participant – IS within a 2-division difference**

To be placed on a team as an approved 'Hybrid Goalie', participants **must** have a final positional division placement that is **within a 2-division difference** of each other. If this measure **IS MET**, then the following rules will apply to determine the final team placement:

1. **Final Placement Same Division**
  - a. The 'Hybrid Goalie' is placed in the applicable division.





2. **Final Placement ONE (1) Division Apart**
  - a. The Director of Evaluations and the Assistant Director of Evaluations **will review the final results of ALL U11 participants**, and will place the 'Hybrid Goalie' accordingly, once all factors have been taken into account, including factors noted in **SECTION 22.5.5**; the participant can be placed at either division.
3. **Final Placement TWO (2) Divisions Apart – 'Goaltender'**
  - a. **If the 'Goaltender' evaluation is higher:** For example – Tier 2 as a 'goaltender' and Tier 4 as a 'skater', the Director of Evaluations and the Assistant Director of Evaluations **will review the final results of ALL U11 participants**, and will place the 'Hybrid Goalies' accordingly, once all factors have been taken into account, including factors noted in **SECTION 22.5.5**. Ideally the participant would be placed in Tier 3.
4. **Final Placement TWO (2) Divisions Apart – 'Skater'**
  - a. **If the 'skater' evaluation is higher:** For example – Tier 5 as a 'skater' and Tier 7 as a 'goaltender', the first option will be to place the 'Hybrid Goalie' in the higher division.
  - b. The Director of Evaluations and the Assistant Director of Evaluations **will review the final results of ALL U11 participants**, and may deviate from placing the 'skater' on the higher division and instead the participant could be placed in Tier 6 if the considerations from **SECTION 22.5.5** indicate such placement.

#### **Final Placement – MORE THAN TWO (2) Division Difference**

If the participant is trending toward a division differential of **more than two (2) divisions**, they will be notified and asked to commit to being a full-time 'skater' **OR** a full-time 'goaltender' for the upcoming season. They will then be expected to participate in the remaining evaluation sessions for the position of their choice.

If the evaluation verdict is not known till the conclusion of evaluations; due to the numbers being close, **and the participant finishes evaluations with more than a 2-division difference**; for example – Tier 2 as a 'skater' and Tier 6 as a 'goaltender', **the participant would not meet the final criterion as a 'Hybrid Goalie', and they will be asked to commit to playing as a full-time skater OR a full-time 'goaltender'.**

**NOTE:** The participant will **NOT** be told what their final divisional placement is, until the participant / family makes a position decision.

## **23.0 SKATERS: EVALUATION SCORING AND RANKING**

### **23.1 SKILL SESSION SCORING CRITERIA**

This legend reflects, and is relative to the entire Age Category at large, and not just the session in which is occurring. It is possible to have an ice time without a 4, or without a 1 in some cases.



<b>4</b>	<b>Top 25% of the group</b>	Dominant and/or Highly Proficient within all or the majority of the characteristics the evaluators are observing. Highly Consistent within the station.
<b>3</b>	<b>Top 50% of the group</b>	Proficient and Noticeable Execution within most of the characteristic's evaluators are looking at. Consistency within the station with minor observable moments of inconsistency.
<b>2</b>	<b>Top 75% of the group</b>	Foundationally Proficient with grasp of some characteristic's evaluators are looking at. Moments of Inconsistency.
<b>1</b>	<b>Remaining Percentage of group</b>	Flashes of adequacy but foundation is limited & inferior within the characteristic's evaluators are looking at. Inconsistent within the station.

#### **DICE 5 SKATING**

- Acceleration/Deceleration in control
- Use of inside edges and outside edges
- Balance/Control through turns
- Speed through station
- Head and shoulder positioning through station
- Stick positioning leading through turns

#### **CATCH AND RELEASE SHOOTING**

- Shooting Mechanics (shoots off appropriate foot, hands in position, shoots through puck)
- Ability to adapt and adjust body to puck
- Stick positioning upon reception, stick readiness
- Accuracy of shot
- Power or heaviness of shot
- Quickness of release of shot

#### **STRAIGHT LINE SKATING**

- Skating mechanics (Low + wider base, symmetry, stride length, advanced vs. fundamental skating techniques)
- Posture (Chest and head up, knees bent)
- Balance/Body Control (quiet upper body, comfortability on skates, arm movement pattern)
- Acceleration (quickness to top speed)

#### **4 SQUARE PASSING**

- Passing reception mechanics: Hands away from body, adjusts body to pass, receives pass with ease, stick readiness and positioning)
- Passing Delivery: Head/Eyes up, finds target
- Passing skills (velocity and accuracy)
- Adjusts skating speed to pass
- Consistency of passing execution through station

#### **PUCK CONTROL AND PUCK HANDLING COURSE**

- Puck Control Skills (puck close to stick and smooth control)
- Puck Patience (controlled, calm, no panic)
- Speed vs. quality through the course
- Width of turns around pylons



## **COMPETITIVE STATION CHARACTERISTICS → U9 AND U18 ONLY**

### **GATEKEEPER**

- Puck Protection (use of body, placement of puck)
- Puck Patience (controlled, calm, no panic)
- Puck Control Skills (awareness of opponent, stick handling skills)
- Checking Skills (Stick and Body), Angle to puck
- Competitiveness/Desire to win puck battles

### **2vs2 PASS AND POSSESS**

- Puck Protection (use of body, placement of puck)
- Puck Patience (controlled, calm, no panic)
- Puck Control Skills (awareness of opponent, stick handling skills)
- Passing Skills (Reception, Delivery)
- Ability to adjust and adapt body to play, opens to passer
- Hockey IQ (moves to open ice, stick at ready, use of boards)
- Compete and Desire Defensive
- Stick Checks and Positioning
- Positional Awareness and use of body
- Compete and Desire

### **F8 SKATE RACES**

- Compete and Desire
- Control through race
- Speed and power through station
- Success of race

## **23.2 GAME PLAY SESSIONS SCORING CRITERIA**

<b>5</b>	<b>Top 5% of the group</b>	<b>Dominating attributes are consistently demonstrated. Player is one of the strongest and most consistent in the group.</b>
<b>4</b>	<b>Top 25% of the group</b>	<b>Highly proficient and noticeable execution. Player is one of the stronger participants in the group and has some dominant attributes but shows small signs of inconsistency in some areas.</b>
<b>3</b>	<b>Top 50% of the group</b>	<b>Foundational and effective attributes with some inconsistencies. Player shows good potential and has strengths in some areas, but needs more development in others.</b>
<b>2</b>	<b>Top 70% of the group</b>	<b>Flashes of adequacy but inconsistent and limited. Player has a baseline of some of the fundamental attributes but the majority are finite in scope and inconsistent</b>
<b>1</b>	<b>Top 90% of the group</b>	<b>Player has limited attributes and characteristics that would identify them as limited or newer to hockey.</b>



### **CATEGORIES BEING EVALUATED:**

- 1) Movement, Agility & Skating
  - a. Speed
  - b. Acceleration
  - c. Edge Mastery
  - d. Balance
  - e. Coordination
  - f. Change of Direction
  - g. Forwards / Backwards Pivots
  - h. Glide
- 2) Hockey IQ / Vision / Awareness
  - a. Understanding of team game
  - b. Positioning and Positional Awareness
  - c. Anticipation of Play
  - d. Analysis of Risk vs. Reward
  - e. Presence around the play with or without the puck
- 3) Intangibles to Gameplay
  - a. Work Ethic
  - b. Determination
  - c. Desire to Compete
  - d. Body Language
  - e. Commitment to team play
- 4) Puck Skills
  - a. Puck Handling
  - b. Passing
  - c. Stick Positioning
  - d. Deception
  - e. Creativity
  - f. Puck Protection
  - g. Puck Management
  - h. Patience
  - i. Playmaking

## **24.0 EVALUATION SCORING REVIEW**

After each ice session, the Age Group Eval Lead will tabulate the results of each session and recommend the movement of one (1) or more skaters based on the results of that session.

The Age Group Eval Lead will then make a recommendation to the Director of Evaluations and Assistant Director of Evaluations who will then review, discuss and ultimately approve the participant(s) movement prior to the next session.

Results will be entered in conjunction with another member of the evaluation team such as: the Eval Assistant, Off-Ice Evaluation Coordinator, Assistant Director of Evaluations etc.

Once all evaluation sessions are complete, the Age Group Eval Lead recommends final team selections to the Director of Evaluations for final approval and implementation.



## 25.0 ELITE TRYOUTS – RETURNING PARTICIPANTS

Southwest Hockey may begin evaluations prior to the final Elite release date, as such; participants returning from Elite tryouts will be placed into the evaluation process within Southwest Hockey based on the team they played on in the prior season. In this situation, Southwest Hockey reserves the right to contact the participants' coach from the previous season for additional input to assist with the participants' placement.

**REMINDER:** There are **NO GUARANTEED PLACEMENTS** for any participants within Southwest Hockey. All returning participants still have to compete for a spot within our organization, taking into account **SECTION 4.0**.

## 26.0 EXCESS SKATER OR GOALIE MOVEMENT – DUE TO TEAM ROSTER SIZES

Circumstances may arise where there is an excess number of registered participants within an age group in relation to the number of teams being created; resulting in Southwest Hockey being unable to accommodate all participants. SW Hockey will try and help participant(s) find a placement with another association.

Should it be determined that the Excess Movement will be applied, the following factors will be reviewed by the Association in the order in which they are listed in **SECTION 26.1**.

**Related to Goalies:** This policy is intended to cover the following age groups: U11, U13, U15 & U18.

**“SEASONAL MOVEMENT”:** Is defined as; moving a skater or goalie to another Association. This movement is for the **CURRENT SEASON ONLY**.

### 26.1 Criteria for Determining “Excess Skater or Goalie Movement”

#### Criteria #1: Evaluation Attendance

This is the releasing of participants due to absence from evaluations which there were **NO PRIOR, or LACK OF communications** with regards to reason(s) why the participant is absent during evaluations.

#### Criteria #2: Attendance Policy

Southwest Hockey has an Attendance Policy in place; which can be found in the SWH Policies & Procedures; whereby, **BOTH** excused and unexcused absences can be reviewed when determining “Excess Movement”.

#### Criteria #3: Late Registration

If any SW Hockey's participants did not register on time; example: **posted a ‘Registration Late Fee’** date, then that participant may not be able to play for SW Hockey that year.

If there are too many participants, and more than one (1) participant registered after the posted



'Registration Late Fee' date, **ALL** participants registered after the late fee date, will be considered for "Seasonal Movement".

**NOTE:** If a participant registration takes place after the start of the second evaluation session, then that participant may not be eligible to evaluate with SW Hockey. If this situation occurs, SW Hockey will work with Hockey Calgary to potentially find an alternative Association, for that season.

#### **Criteria #4: Volunteer**

An email will be issued to registered participants who fell into 'Criteria #3 – Late Registration' for any age group with an excess of participants, offering a voluntary opportunity for "**Seasonal Movement**", as defined in **SECTION 26.0** to another Association, as available.

**Participants will be given 24-hours to make a decision.**

1. **There IS a Volunteer:** The Director of Evaluations (and Assistant), Director of Coaches, President, Vice President On-Ice and Registrar, will convene in order to determine whether the particular volunteer is acceptable.
2. **There is NO Volunteer:** If no skater or goalie comes forward to volunteer for Seasonal Movement, then SW Hockey will proceed with the final criteria (Criteria #5) regarding the Excess Player and Goalie Movement.

#### **Criteria #5: Evaluation Ranking**

Southwest Hockey will have all registered skaters and goalies participate in the evaluation process, and every participant will be ranked accordingly.

Once evaluations are done, **the lowest ranking skater and/or goalie** will be offered "**Seasonal Movement**". This will be communicated to those participants; by the Vice President On-Ice.

If more than one (1) participant falls within the "Excess Movement", SW Hockey will continue to apply "**Seasonal Movements**" to the lowest ranked participants(s) until enough skaters and goalies are left to fill the spots on the participant's evaluated roster.

## **27.0 EVALUATION APPEAL PROCESS**

The Evaluation Process is specific in that it is in regards to a particular participant. General information regarding the evaluation process and team selection process is available on [www.southwesthockey.ca](http://www.southwesthockey.ca) or from an Age Category Eval Lead.

**NOTE:** Advancing an appeal **DOES NOT** entitle the participant, Parent(s)/Legal Guardian(s) access to the information from evaluations. The Committee shall use that information at its sole discretion.

### **27.1 Appeal Timeline**

An appeal of the evaluation results received by one (1) specific participant, **MUST:**



1. Follow **AND** complete the process as outlined below, in its **ENTIRETY**.
2. Be completed **within 48 hours of notification of the participants' team assignment** having been sent.
3. Include the following three (3) steps:

**STEP 1 – Complete the online form:**

- The Evaluation Appeal online form is required in order to advance an appeal, and is intended to assist with ensuring that adequate information is provided so that the Appeal Committee can make an appropriate determination.
- If the appeal is not made using the online Evaluation Appeal Form, the appeal shall be automatically dismissed with no further opportunity to appeal.

**STEP 2 – A \$250 Appeal Fee: e-transfer to: [treasurer@southwesthockey.ca](mailto:treasurer@southwesthockey.ca)**

- Once the Evaluation Appeal Form has been completed, the Appeal Fee is due immediately.
- If no fee is received, the appeal will be dismissed.
- Fee will be refunded **ONLY IF** the Evaluation Appeal Committee overturns the original team assignment.

**STEP 3 – Screenshot of Email**

- The Member is to send a screenshot of the email (showing the time/date stamp) of the notification of the participant's team assignment to:  
[evaluations@southwesthockey.ca](mailto:evaluations@southwesthockey.ca)

**Evaluation APPEAL link** - <https://www.surveymonkey.com/r/QLGXYYDD>

## 27.2 **Evaluation Appeal Committee**

The submitted request is to be reviewed by the Vice President On-Ice and Director of Evaluations or designate the appropriate Age Category Eval Lead and one (1) other member of the Southwest Board, together known as the **Evaluation Appeal Committee**. Their review will consist of analyzing:

- The pre-seed assignment of the player.
- The on-ice evaluation report of each ice time.
- Confirmation of ranking within the evaluation matrix.

The Evaluation Appeal Committee will attempt to address the request within 72 hours of receiving the Appeal Form **AND** Appeal Fee.

The Committee *may* meet with the Parent(s) / Legal Guardian(s) (which could include the participant, should this be suitable, and agreed upon by the Evaluation Appeal Committee), and the Committee will communicate the final decision in writing to the Parent(s)/Legal Guardian(s).

## 27.3 **Factors that ARE considered in an Evaluation Appeal**

The following considerations are taken into account when considering an appeal:

1. Are there available roster spots based on Hockey Calgary regulations; whereby the





number of participants per team roster from Tier 1 to the last Tier of an Age Category is within the allowable variance permitted regarding the differentiation of team sizes within the same Age Category.

**NOTE:** **NO participant** will be moved down a team as a result of an appeal of another participant. As such, the compliance with the aforementioned guidelines is of great importance.

2. Is there an error in evaluation calculations that compromised the placement of the participant? Reference should be made to the procedure in place in the SWH Evaluation Guidelines.
3. Was there an illness, injury, health concern or other extenuating circumstance that impacted the participant's performance in evaluations and was that taken into consideration in the evaluation and in a manner consistent with the Southwest Hockey Evaluation Procedures & Guidelines Document?

**NOTE:** An Appeal will not necessarily be successful as a result of an injury, illness or health concern.

4. The position of the participant in relation to the desired team. For example, is the participant next on the depth chart in terms of participant's being placed on a particular team?
5. Was the appeal made in the timelines required by SW Hockey – **SECTION 27.1**?
6. Was the appeal completed via the online form – **SECTION 27.1**?

#### **27.4 Factors NOT considered in an Evaluation Appeal:**

Appeals for reasons listed in this section will be denied:

- 1) Desire to play with a particular participant or participants on another team.
- 2) Desire to play for a particular Coach or Assistant Coach on another team.
- 3) Desire not to play with a particular participant on the assigned team.
- 4) Desire not to play for a particular Coach or Assistant Coach on the assigned team.
- 5) Previous year(s) performance or placement alone.
- 6) Placement in relation to another particular participant or particular participants and;
- 7) Such other reasons as the Committee may advise.

#### **27.5 Appeal Hearing**

If a hearing is required, a date and time will be set. This date and time will **NOT** be rescheduled. Failure to attend the appeal hearing will forfeit the appeal.

An Appeal Hearing will include an opportunity for the Parent/Guardian (& possibly participant) to present the appeal and all evidence supporting the appeal. The time limit for this presentation will be a maximum of 20 minutes.

**NOTE:** Additional partakers will not be allowed in the Appeal Hearing unless agreed upon, in writing, and **prior to** the meeting, by the Director of Evaluations, Assistant Director of Evaluations or the VP On-Ice.



Following this presentation there will be a question period to allow the Appeals Committee to gather additional information it requires to assist in its decision. The length of the question period is determined by the Appeals Committee at its sole discretion. Once the question period is over the Appeals Committee will meet privately to deliberate on the appeal and make its decision.

## 27.6 Appeal Decisions

The decisions regarding the final review by the Evaluations Appeal Committee will be communicated by the President. A copy of the decision may be attached to the participant's file.

**The decision by the Evaluation Appeals Committee is FINAL.**

## 28.0 CONTACTS FOR EVALUATIONS

Contacts for Evaluations	
Director of Evaluations	<a href="mailto:evaluations@southwesthockey.ca">evaluations@southwesthockey.ca</a>
Assistant Director of Evaluations	<a href="mailto:asst-evaluations@southwesthockey.ca">asst-evaluations@southwesthockey.ca</a>
Vice President On-Ice	<a href="mailto:ypon-ice@southwesthockey.ca">ypon-ice@southwesthockey.ca</a>
President	<a href="mailto:president@southwesthockey.ca">president@southwesthockey.ca</a>