

## 2008 – CCHA Tryout Overview

This outline includes an overview of how tryouts will be administered for Squirts/U10 and above. Details are outlined below. It is critical that we make sure everyone involved has a clear understanding of how the process works **PRIOR** to tryouts.

◆ **Player Position** – During the tryout, evaluators are looking for the best all around skilled players, not how a player executes a system or a particular position. Therefore during scrimmages, players will play both offensive and defensive positions. Final team selection is based on overall score regardless of position, and as such players may be asked to play a different position for the team on which they are placed.

◆ **Mandatory Parent Meeting** – A mandatory parent meeting for Bantams, U14, Peewees, Squirts, U12 and U10 will be held during your player's first tryout session, or at a time TBD. Please check the website ([www.chaskahockey.org](http://www.chaskahockey.org) and click on Tryouts under 2008/09 Events) for exact dates and times. The purpose of the meeting is to explain the tryout process and answer any remaining questions you may have.

◆ **Tryout Buyout** – Players who know they want to play “C” level hockey and/or do not enjoy the tryout process can elect to not participate in tryouts. They will be placed on a “C” level team. \$50 will be credited to your account. Please contact your level commissioner if you are interested in this option.

◆ **Tryout Uniform and Equipment Restrictions** – At check-in, each player will be issued a numbered tryout pinny that must be worn with the front and back numbers clearly exposed. Beneath the pinny, all players must wear a solid color jersey (black, gold, purple or white) with no non-CCHA markings or numbers, and solid color or CCHA-issued socks. Bring two single color practice jerseys-- one light (white preferred or gold) and one dark (black preferred or purple). All non-CCHA stickers should be removed from helmets.

◆ **Tryout Check-In** – All players are recommended to check-in at the pinny check-in table 60 minutes prior to each tryout session. **All players are REQUIRED to be checked in no later than 30 minutes prior to each tryout session;** failure to do so will result in that player receiving a zero for that tryout session. **If there is an emergency situation that will result in a player being late or missing a tryout session, the player's parent must contact the Tryout Hotline at 612-867.6558.**

◆ **Medical and Emergency Absence Policy** – Any player who is unable to participate in the tryouts due to injury or illness must provide the Level

Commissioner with a written explanation from a doctor that confirms the player's inability to participate. Unless the Level Commissioner recognizes a medical excuse or documented emergency, players must attend all scheduled tryout sessions. **If a player is unable to attend any session, notify the Level Commissioner prior to the start of the session.**

- If a player is unable to tryout for medical or emergency reasons, the Hockey Development Committee may consider written evaluation statements from previous coaches in its placement determination.
- If a player misses scheduled tryout sessions due to vacation, team placement will be at the Hockey Development Committee's discretion. With the uncertainty due to missing tryout sessions -- a lower team placement will be enforced.
- Any circumstances not covered by this policy will be addressed by the Hockey Development Committee with approval by the CCHA Board.

**This recap includes the following areas:**

- PHASE I – Skills (Scrimmage for Bantams and U14)
- PHASE II – Pre-Pool Scrimmages
- PHASE III – Pool Scrimmages
- Final Team Selection
- Evaluators
- Roles & Responsibilities

## **PHASE I Skills and Pre-pool Scrimmage (Bantam and U14)**

### **BANTAM and U14**

Since game situation is the strong placement factor at the Bantam/U14 level, Bantam/U14 players will not have a skill tryout. **Note to Bantam/U14 Goalies:** You will still have a separate 2 day skill tryout, as well as a scrimmage in PHASE I.

- ♦ **Format** = Scrimmage
- ♦ **Length** = 1 hour Scrimmage format will be 4 on 4. One minute shifts. To equalize ice time between forwards and defensive players, forwards can expect to be systematically rotated into a defense position, which will allow them to showcase their versatility and defensive abilities.
- ♦ **Grouping** = Players will be initially placed on 6 equally balanced teams based on their team placement from last year.
- ♦ **Grading Criteria** = Scale 1-9 with 9 being the highest

Evaluators are looking for: the best all around skill, in addition to passing, situation awareness, team play, and ability to play different roles. It is not all about scoring goals or having control of the puck.

## **PEEWEE, SQUIRT, U12 and U10**

◆ **Format** = Skill evaluation

◆ **Length** = 1 hour

◆ **Grouping** = The sessions will be divided into equal sub-groups by level (4-5 depending on numbers), broken down by random ID number. The group sizes will be as equal as possible to ensure all players are allotted equal ice time.

◆ **Grading Criteria** = Scale 1-9 with 9 being the highest. **All skill drills are timed and scores are assigned strictly based on correct performance of the drill and speed of completion, relative to the fastest recorded times.**

The drills will incorporate a variety of proficiencies, with and without pucks. These proficiencies include:

- Forward and Backward Skating
- Starts and Stops
- Pivots and Turns
- Passing
- Shooting
- Stick Handling

## **GOALIE SKILLS**

Goaltender Skills will comprise two sessions where goalies will demonstrate proficiency in 4-5 multidisciplinary drills in each session. **All levels will participate in two separate skills sessions.**

**Goalie Skills Day One** – Skating, Positioning and Movement

**Goalie Skills Day Two** – Saves and Techniques

◆ **Format** = One station, one instructor, at least three evaluators

◆ **Lengths** = Varies by level; check schedule

◆ **Grouping** = Skills sessions will be divided by level

◆ **Grading Criteria** = Scale 1-9 with 9 being the highest. The drills will incorporate a variety of goaltender proficiencies, with and without pucks.

These proficiencies include:

- Goalie skating (stance, shuffle, T-glide, forward and backward C-cuts, telescope, pivots, stops)
- Positioning, net awareness and angles
- Agility, reflexes, precision and power of movements
- Save techniques (stick, glove, blocker, arms, legs/butterfly)
- Transition, control and recovery
- Gap control, save selection, crease positioning, rebound control

Evaluators are looking for the best all around skill and mastery of goaltender techniques with an emphasis on skating, mobility, speed and precision. During scrimmage play, evaluators are looking for the highest abilities executing save techniques, positioning, tracking, and intensity. During scrimmages save opportunities vary widely, so make your best effort in each attempt. Making saves is the best, but not the only way to showcase your abilities. It is not just about stopping the puck, but executing saves with good positioning, technique and decisions.

♦ **Scoring** = Goaltender scoring is distributed between Goalie Skills (PHASE I) and Scrimmages (PHASE II and III) performance, weighted according to the following:

- 50% Skills + 50% Scrimmages = Final Score

Bantam/U14 goalies will also participate in the PHASE I scrimmage. Peewee, Squirt, U12 and U10 goalies will join his/her respective level of play for PHASE II.

## **PHASE II Pre-Pool Scrimmages**

♦ **Total Score** = For skaters, scoring compiled during Skills (PHASE I) and will constitute 33% of player's total score. This does not apply to Bantam or U14.

♦ **Pre-Pool Score** = For skaters, scoring compiled during Pre-Pool will be used to place the player in the appropriate A/B or B/C pool. Pre-Pool Scrimmage scores will not be calculated as part of their final score.

♦ **Grouping** = The skaters will be placed on teams depending on their total points from PHASE I, creating 4-8 equal teams of ability. Example:

**Green Team Red Team Blue Team White Team**

Individual Point 1 (player with the highest points) 2 (2nd highest points) 3

4 Total Placement

8 7 6 5

9 10 11 12

16 15 14 13  
Etc. Etc. Etc. Etc.

- ◆ **Length** = Each scrimmage will be scheduled for 1 hour unless noted.
- ◆ **Format** = Scrimmage format will be 4 on 4. One minute shifts.
- ◆ **Benches** = A Bench Volunteer will send out the players for each shift. The Volunteer will be provided with a list of pre-assigned random player combinations that will be used to ensure there is no stacking of lines.
- ◆ **Grading Criteria** = Evaluators are looking for the best all around skill. During scrimmage play, they are looking for passing, situation awareness, team play, and ability to play different roles. It is not all about scoring goals or having control of the puck.
- ◆ **Peewee Level - Optimization of Pre-Pool Scrimmages** = To reduce the size of the pool for the pre-pool scrimmages, ensuring more accurate and complete evaluation of players, the Hockey Development Committee with approval from the President may use discretion to place in the A/B pool an unspecified number players who are returning (2nd year) "A" level players, and as such exempt these players from the pre-pool scrimmage evaluation. Those players will be placed into the A/B pool for evaluation.

### **PHASE III - Pool Scrimmages**

- ◆ **Total Score** = For skaters, scoring compiled during Pool scrimmages (PHASE III) will constitute 66% of player's total score.
- ◆ **Grouping** = Players will be divided into the following pools using their total points ranking from PHASE I and PHASE II. Within each pool players will be divided onto equally balanced teams.
- ◆ **A/B Pool** – This pool will represent players that will make the "A" team or drop to "B" team position
- ◆ **B/C Pool** – This pool will represent players that will make a "B" team or drop to a "C" team position
- ◆ **Length** = Each scrimmage will be scheduled for 1 hour unless pool sizes require additional time for evaluation, TBD.
- ◆ **Format** = Scrimmage format will be 4 on 4. One minute shifts.

♦ **Benches** = A Bench Volunteer will send out the players for each shift. The volunteer will be provided with a list of pre-assigned random player combinations that will be used to ensure there is no stacking of lines.

♦ **Grading Criteria** = Evaluators are looking for the best all around skill. During scrimmage play, they are looking for passing, situation awareness, team play, and ability to play different roles. It is not all about scoring goals or having control of the puck.

♦ **Bantam and Peewee A/B Outside Scrimmages** = the reduced A/B pool at these levels will evaluate players in a 5-on-5 scrimmage format with an outside team.

♦ **Returning Level A players** = To ensure more accurate and complete evaluation of players, the Hockey Development Committee may use discretion to place returning level A players into the A/B pool. This decision will be based on the number of players trying out at that level.

#### **Final Team Selection (PW/U12 and below)**

PHASE I and II evaluator team will be accountable for placement into PHASE III and providing documentation to support their decisions.

Team placement will be based on final tryout scores according to the following scoring formulations, and with the following exceptions:

♦ **Composite score from PHASE I (skills) will constitute one third (33%) of total score.**

♦ **Composite score from PHASE III (Pool scrimmages) will constitute two thirds (66%) of total score.**

#### **Final Team Selection (U14 only)**

♦ **Scores from each of the 3 scrimmages will constitute one-third (33%) of total score. (3 x 33%)**

#### **Final Team Selection (Bantam only)**

♦ **Scores from PHASE II (Pre-pool scrimmages) will constitute one-third (33%) of total score; scores from PHASE III (Pool scrimmages) will constitute two-thirds (66%) of total score.**

**BANTAM A and PEEWEE A level only:** The Bantam A head coach, in conjunction with the Bantam Tryout Committee, have placement discretion of the last THREE (3) skater positions on the Bantam A team, to be selected from the next six (6) ranked players depending on projected team size (or as scoring gap

dictates verified by tryout committee). Example three of players ranked #13 through #18 on a team of 15 skaters.

Similarly, the Peewee A head coach, in conjunction with the Peewee Tryout Committee, will have placement discretion of the last TWO (2) skater positions to be selected from the next five (5) ranked players, via the above criteria.

**Goaltenders only:** Goalies are placed based on final tryout scores resulting from a composite of PHASE I (skills) and PHASE II-III (scrimmages) each constituting 50% of total score.

### **Evaluators**

Evaluators will be furnished identical forms and will grade different players on each day of the tryouts. All players will be provided with a jersey number for the individual tryout process. *All evaluators will be hockey knowledgeable and not have any connections to players at the level being evaluated.*

4-5 Evaluators at large. Non-parent head coaches from the Bantam A and Peewee A teams will be evaluators for his/her respective level.

All evaluators will meet prior to tryouts to discuss the requirements of the 1-9 grading system to ensure that the evaluators have same requirements in order to earn a specific score. This will ensure grading consistency.

### **Roles & Responsibilities**

The evaluation team will be accountable for final team selection and providing documentation to support their decisions. The Hockey Development Committee Level Representative, the President, the President Elect and respective Level Commissioner will review the results to ensure all processes were properly followed.

All parent questions/concerns regarding player placement should be directed in writing to respective level commissioner who will be responsible to follow up.

### **Hockey Development Committee**

- Oversee Tryout Process

### **Level Commissioners**

- Source volunteers
- Attend all evaluations as resource to parents

### **Tryout Administrator(s)**

- Coordinate tryout check-in process for level
- Establish and maintain daily tryout database
- Input data/compile results
- Run reports

**Bench Volunteers**

- Rotate offensive players each shift
- Rotate defensive players each shift
- Lines will be provided to eliminate stacking of players

**On Ice Volunteers**

- Keep play moving during scrimmages and run skill drills