



Objectives of Placements and Evaluations:

- To provide a fair and impartial assessment of a player's total hockey skills.
- To ensure that players 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 player and parent expectations are consistent from year to year as players move through the various levels of MAHA's program.
- Form teams to maintain balanced and competitive play where the athletes can develop, participate, and have fun playing hockey during the season.
- To provide feedback in order to develop players.

Day #1 Data collection/Tangible skills (All Travel Skaters):

- Skating – forward and backward, with and without a puck. Edge control and transitions
 - Puck Control – stickhandling, passing, puck protection and receiving
 - Shooting – speed, accuracy, variety and knowledge of when/where to shoot
 - Agility and Athleticism – cross over's, tight turns, quick stops/starts, and change of direction
- Day #1 will be graded on a bell curve using a 1-5 ranking (5=highest and 1=lowest). The data being collected on this day will be through time trials utilizing timing equipment, stop watches, shooting radar, and shooting targets.

Day #1 Data collection/Tangible skills (All Travel Goalies):

- Skating – forward and backward, with and without a puck. Edge control and transitions
 - Puck Control – stickhandling, passing, puck protection and receiving
 - Agility and Athleticism – cross over's, t-pushes, quick stops/starts, and change of direction, and body control
 - Stance/Positioning – butterfly, angle, position in net, presence in net, squareness to puck, stick control, glove/blocker position
- Day #1 will be graded on a bell curve using a 1-5 ranking (5=highest and 1=lowest). The data being collected on this day will be through time trials utilizing timing equipment, stop watches, shooting radar, and shooting targets.

Day #2 Small area compete and battle, 1v1, 2v1:

- Compete level – aggressiveness, effort and fair play
 - Body Checking/Angling (checking when applicable) – separate body from puck, completing check, body positioning, within the rules, gap control, and at speed
 - Offensive skills – in a 1v1/2v1 situation, ability to score, find space and separate from defender
 - Defensive skills – in a 1v1/2v1 situation, ability to defend, take space and angle opposition
- Day #2 will be graded on a bell curve using a 1-5 ranking (5=highest and 1=lowest). The data being collected on this day will be through time trials utilizing timing equipment, stop watches, shooting radar, and shooting targets.



Day #3 Small area games 2v1, 2v2, 3v2, 3v3, 4v4:

- Compete level – aggressiveness, effort and fair play
- Body Checking/Angling (checking when applicable) – separate body from puck, completing check, body positioning, within the rules, gap control, and at speed
- Offensive skills – in a 2v1, 2v2, 3v2, 3v3, 4v4 situations, ability to score, find space and separate from defender
- Defensive skills – in a 2v1, 2v2, 3v2, 3v3, 4v4 situations, ability to defend, take space and angle opposition
- Team Play – vision with the puck, vision without the puck, playmaking ability, positional awareness, communication and hockey sense
 - Day #3 will be graded on a bell curve using a 1-5 ranking (5=highest and 1=lowest). The data being collected on this day will be through time trials utilizing timing equipment, stop watches, shooting radar, and shooting targets.

Day #4 Full ice scrimmage 4v4 & 5v5:

- Compete level – aggressiveness, effort and fair play
- Body Checking/Angling (checking when applicable) – separate body from puck, completing check, body positioning, within the rules, gap control, and at speed
- Offensive skills – in 4v4 & 5v5 situations, ability to score, find space and separate from defender
- Defensive skills – in 4v4 & 5v5 situations, ability to defend, take space and angle opposition
- Team Play – vision with the puck, vision without the puck, playmaking ability, positional awareness, communication and hockey sense
 - Day #4 will be graded on a bell curve using a 1-5 ranking (5=highest and 1=lowest). The data being collected on this day will be through time trials utilizing timing equipment, stop watches, shooting radar, and shooting targets.

Player and Team Selection:

- MAHA Hockey Operations Committee, Head Coaches, Assistant Coaches and other Area Hockey coaches will be utilized during the placement and evaluation process.
- An average ranking will be derived from all of the evaluations to assist in the selection and placement process.
- Evaluators that have a child in the level will not be evaluating their player, their player will be evaluated and selected for a team based on the other evaluators evaluations.
- Ultimate decision of “bubble” players will be handled in this order Head Coach, Level Lead, Hockey Operations Director.
- Other qualities that will be considered:
 - Willingness of the athlete to take instruction and direction (coachability)
 - Leadership qualities demonstrated by the athlete
 - Ability of the athlete to handle criticism and learn from mistakes
 - Respect exhibited by the athlete towards, coaches, opponents, game, etc.

Posting of Teams:

Teams will be posted on the website 1-2 days after the placements are finished. Each player will be listed by their jersey number and color that they wore during placements. An email will go out and a



posting will be on the website with the exact time of the postings. The evaluation information gathered from the placement/evaluation process will be provided to the Head Coach of their team and the coaching staff of the team will provide an individual evaluation for each player on their team.