



OMGHA

TRAVELING HOCKEY

TRYOUT GUIDELINES

WELCOME TO OMGHA TRAVEL HOCKEY

This document provides the guidelines used during the OMGHA traveling tryout. The tryout process and committee are governed by the OMGHA handbook. All decisions that are made by the Level Director's and VP will be final. Rankings and explanations for players other than your own child and their team selection, are considered confidential.

This document is broken into the following sections:

- Evaluator Guidelines
- Tryout Process Guidelines
- Team Formation (All Levels)

The guidelines explain to our membership how the tryouts will be evaluated, organized and the number of sessions each level will have in the selection process. Tryout dates and times will be posted online at www.OMGHA.com. The Level Directors, Traveling VP's, ACE Coordinator, and President will review teams for proper player placement.



EVALUATOR GUIDELINES - ALL LEVELS

- A minimum of four (4) Independent Evaluators will evaluate the players to put them in ranked order. A named coach can join the evaluator group, but it must always maintain 4 independent evaluators.
 - Independent evaluator is defined as any person that is two years removed from their players level, ex. player is a first-year bantam, they cannot evaluate peewee level.
- If a Parent Head Coach is named, they can evaluate tryouts, but they can't evaluate their own player nor influence the rankings of the other evaluators.
- Goalies will be evaluated by a minimum of two (2) Independent Evaluators through a combination of goalie specific tryout drills (Goalie Tryouts) as well as through skater/team placement tryouts leading into extended tryouts.



TRYOUT PROCESS GUIDELINES - ALL LEVELS

- The duration of the tryout will be 3 to 5 days as assigned by level.
- The players ranking will be based on the accumulation of the players scores over the duration of the tryout and will be used for the players placement onto the team.
- AA named coaches will run the tryout which include drills and scrimmage designations.
- A-C tryouts are executed per the instruction in the Tryout Information packet on each level's tryout page on the website.
- If applicable, the Named Head Coach will lead or be involved in the tryout process. If the Head Coach is not named, the Level Director will select a coach to lead the extended tryout process.
- Extended tryout:
 - Extended tryout includes day 4 and 5.
 - The extended tryout could include up to 20 players and 3 goalies (including injured players).
 - The extended tryout will include bantam AA , A and B1, Peewee AA , A and B1, U12A and U15A teams.
 - Players that make the “extended tryout” but don’t make the designated team, will be placed on the team below the level.



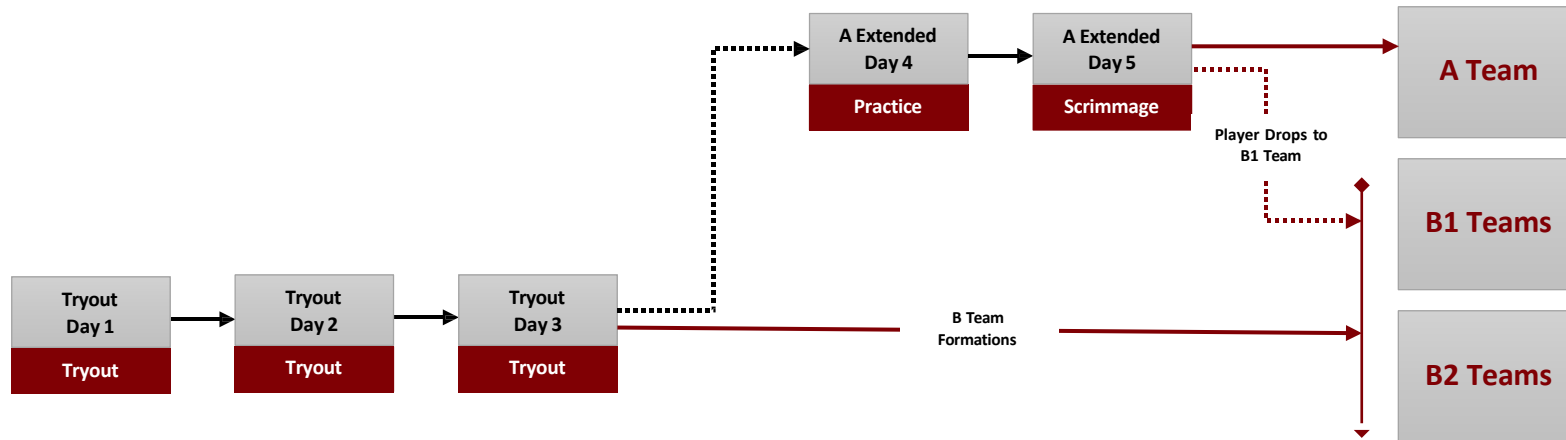
TRYOUT PROCESS GUIDELINES - ALL LEVELS

- Players may be referred to the appropriate league (MN Hockey Rec league for example) based on player safety concerns at the Junior Gold, U19, Bantam & U15 level only
- All Bantam, Peewee, U12 and U15 players wanting to be placed on a B team or higher must tryout during the start of the tryout process.
- The Level Director(s), Traveling VP, ACE Coordinator, and President will review teams for proper coach/player placement. The named Head Coach is required to gain approval from the Level Director(s), ACE Coordinator, VP, and President for final selection.
- Body contact is encouraged but dangerous plays could impact the player's score.
- The Peewee B1 and Bantam B1 teams will not be balanced. All other teams at the same level with multiple teams will be balanced



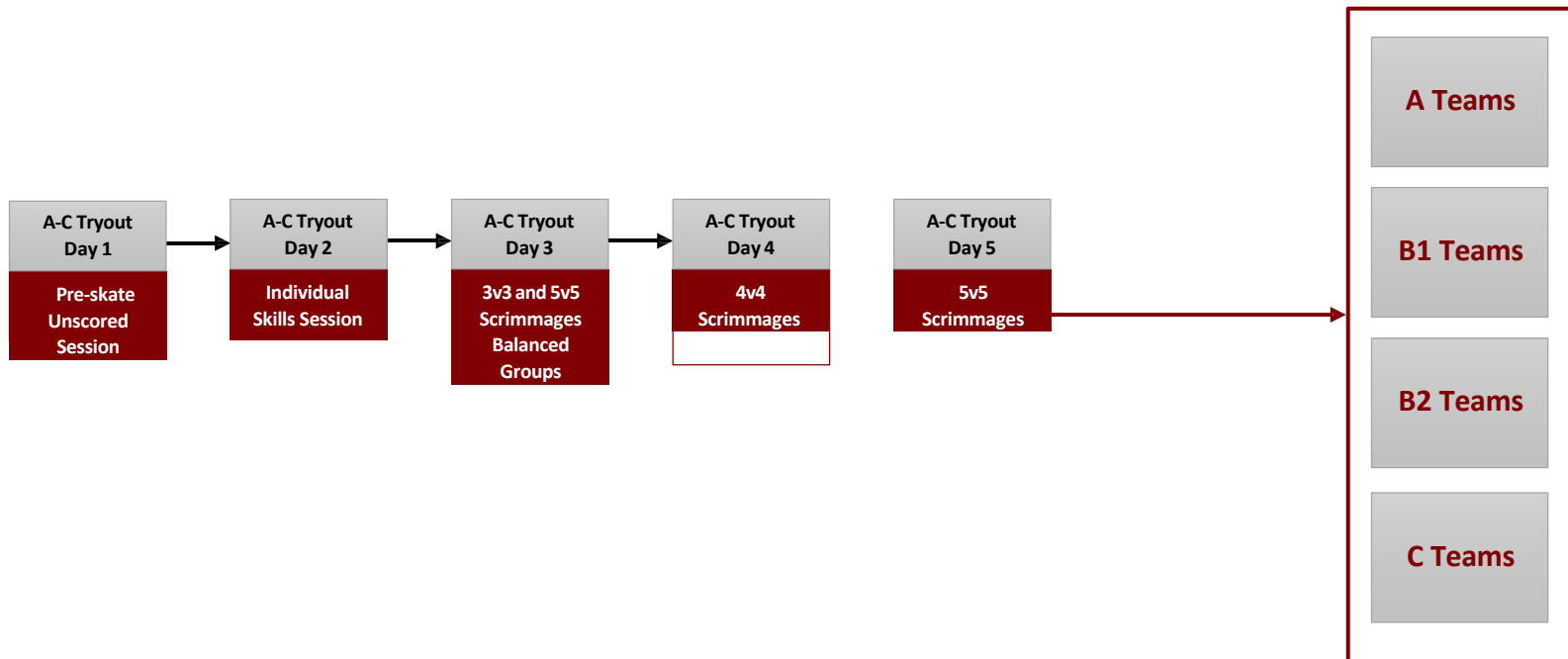
TEAM FORMATION - U12/U15

Player movement through tryout process represented in flow chart. Final numbers on teams could vary based on the registration number.



TEAM FORMATION - SQUIRT

Player movement through tryout process represented in flow chart. Final numbers on teams could be vary based on the registration number.



TEAM FORMATION – U10

Player movement through tryout process represented in flow chart. Final numbers on teams could be vary based on the registration number.

