

Black River Youth Hockey Team Tryouts

Tryout Process:

The tryout process will be scored over a period of two “Tryout Practices”. Each skater will be evaluated by all applicant coaches for that level, the Coaches Coordinator, and any willing third party judge(s) approved by the Coaches Coordinator and BRYH Board at the September or October Meeting. Each skater will be ranked based on performance in two categories, Skills and Scrimmage.

Skills:

Each competing player be given an individual ranking in 4 different skating skill drills. The result of these drills will be ranked by time. Skaters will be ranked in the following categories: Forward Skating (full lap), Forward Skating Quickness, Skating Puck Control, and Transitional Skating. Each drill will be timed individually and will count towards the skills total score.

Additionally, evaluators will assess each skater’s individual skating ability under categories such as *does the skater*; complete the drill properly, stay on their skates, exude effort throughout the drills, score on the goalie during the puck control drill, as examples.

Skills Scoring Example: using a sample of 10 players with a matching point system, the fastest player would receive 10 points for the drill while the slowest would receive 1 point. After the completion of the tryout practices each player’s total points and rank will be averaged from top to bottom, top player getting 10 points and bottom player getting 1 point. This will count for 50% of the player’s total tryout score.

| Timed Skills Drills | Ranking based on number of skaters | % Overall Rank |
|----------------------------|---|-----------------------|
| Drill 1 w/o Puck | 1 – number of skaters | 10% total score |
| Drill 1 with puck | 1 – number of skaters | 10% total score |
| Half Lap Skating | 1 – number of skaters | 10% total score |
| Half Lap Skating with puck | 1 – number of skaters | 10% total score |
| Evaluator Ranking | 1 – number of skaters | 10% total score |

Scrimmage:

Teams will be divided as even as possible before tryouts begin and the scrimmage will last between 60 and 90 minutes with a 5 minute break in the middle where the teams will switch directions with the exception of the goalies.

Each bench will need a volunteer to facilitate line shifts and to assure each player plays all positions. The volunteers will not be on the same bench as their child(ren) and may not interact with their child(ren) during the scrimmage tryout process.

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Scrimmage (continued):

Evaluators will judge each player and rank them individually from top to bottom. Using the same sample size of 10 and the same point system as the Skills, the top player will get 10 points and the bottom would get 1 point. This portion of the tryout will count 50% towards each player's total tryout score.

Higher Rankings will be considered for participants who do (but not limited to) the following: score goal(s), gets assist(s), create plays and scoring chances, exude hockey sense, back check on defense, pass the puck to open players, obey the rules of hockey, disrupt opposing team's plays while defending, conduct themselves accordingly while on and off the ice, create a positive team environment, and exhibit any special skill or talent that they have to contribute to the team in a positive manner. *These are examples.*

Lower Rankings will be considered for participants who do (but not limited to) the following: gives up on plays, shows frustration, commits penalties and breaks other rules of the game, doesn't show effort during gameplay, chippy game play, skates lazily, doesn't pass when passing is the right option. *These are examples.*

Goalies:

Goalies, squirt level and above, shall participate in the Puck Control drill as well as the Scrimmage. Goalies will also participate in goalie skills drills during the Forward Skating Quickness and Transitional Skating drills, where their performance and technical abilities will be evaluated.

Goalies are evaluated on the following:

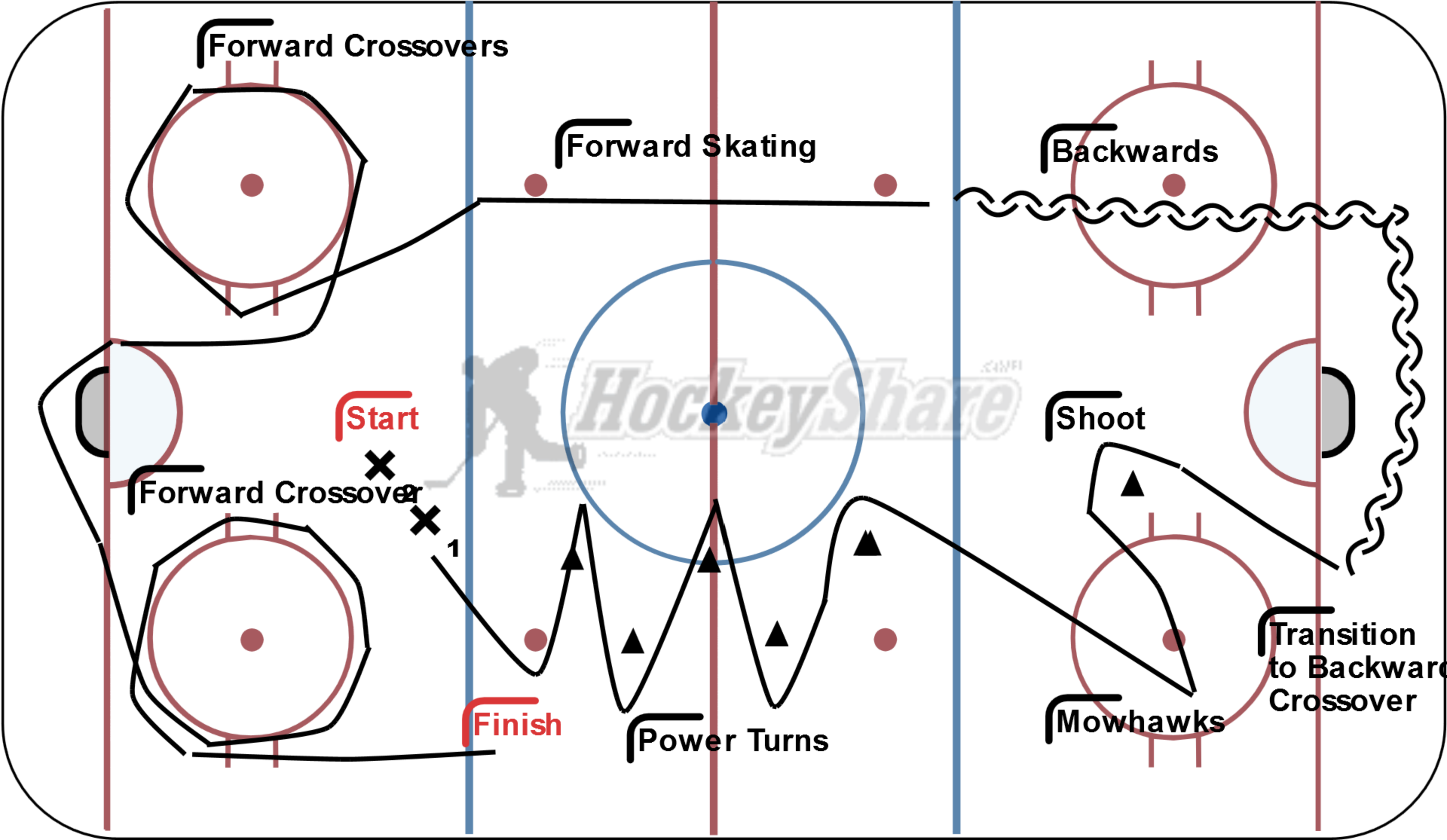
- 1) Can they move side to side?
- 2) Are their movements crisp?
- 3) Angles.
- 4) Ability to stop a puck
- 5) Ability to control/ limit rebounds.

Final Scoring:

Each evaluator's scores will be tallied and averaged to give each skater an overall final score. The top performers will be placed on the A team.

Tie Breakers:

In case of a tie, a tie will be broken by experience level. For example, if a player that is a first year peewee is tied with a player that is a second year peewee, the more experienced player at that level will play as an A team player. If a second tie breaker is needed, the lowest average time from all the above timed skating drills will be placed on the A team.



Forward Crossovers

Forward Skating

Backwards

Start

Forward Crossover

Shoot

Finish

Power Turns

Mowhawks

Transition to Backward Crossover

HockeyShare