

## 2011 – 2012 CCHA Tryout Overview (Boys Program)

This outline includes an overview of how tryouts will be administered for Squirts and above. Details are outlined below. It is critical that everyone involved has a clear understanding of how the process works **PRIOR** to tryouts. The tryout process has been updated to reflect:

1. Reduced skill scores weighting from 33% to 25%;
2. Pre-pool scores are now weighted in the final, overall composite score, with the philosophy of every ice touch during the tryout process counting toward final scoring and placement;
3. Added the Tryout Level Coordinator role.

**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. 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, Peewees, and Squirts will be held during one of your player's tryout sessions. Please check the website ([www.cchockey.org](http://www.cchockey.org) and click on Tryouts under 2011/12 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. The player's secret number will be given to the parents at the meeting. This number will be needed for the players first pre-pool session.

**Tryout Opt-Out** – 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. You must contact your level commissioner at least one week prior to your player's tryout session if you are interested in this option.

**Tryout Schedule** – The tryout schedule was created with forecasted registration numbers. Sessions may be combined, shortened or extended based on the number of registered players for that level.

**Tryout Uniform and Equipment Restrictions** – At check-in, each player will be issued a numbered tryout piney that must be worn with the front and back numbers clearly exposed. Beneath the piney, 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. All non-CCHA stickers should be removed from helmets. First year Squirts may wear mite CCHA issued jerseys and socks. Neck guards must be worn for all tryout sessions.

**Tryout Check-In** – All players are recommended to check-in at the piney 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 612-730-5295. This number is only available during scheduled tryout sessions. Your Level Commissioner should be your primary contact for all other communications.

**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 receives and acknowledges a medical excuse or documented emergency, players must attend all scheduled tryout sessions. If a player is unable to try out for medical or emergency reasons, the Hockey Development Committee may consider written evaluation statements from previous coaches in its placement determination. All contact information can be found on the website ([www.cchockey.org](http://www.cchockey.org)).

- If a player misses scheduled tryout sessions due to vacation or does not complete a session due to personal events and activities, team placement will be at the Hockey Development Committee's discretion. A player must complete the entire session they start and may not leave early for any reason beyond medical or emergency. With the uncertainty due to missing or not completing full tryout sessions -- a lower team placement will be enforced. If for any reason the player cannot attend a scheduled session, the level commissioner must be notified before the tryout process begins for that level.
- Any circumstances not covered by this policy will be addressed by the Hockey Development Committee with approval by the CCHA Board.

**This Tryout Overview includes the following areas:**

- PHASE I – Skills (Peewee and Squirt) & Pre-Pool Placement Scrimmage (Bantam)
- PHASE II – Pre-Pool Scrimmages
- PHASE III – Pool Scrimmages
- Final Team Selection
- Evaluators
- Roles & Responsibilities

### **PHASE I Skills (Peewee and Squirt) and Scrimmage (Bantam)**

Phase I Skills (Peewee and Squirt) or Scrimmage (Bantam), pre-pool grouping (player distribution) is based on skills scores (Peewee and Squirt) or Pre-Pool Placement Scrimmage (Bantam), and where possible similar skills scores of returning A/B players will be equally distributed into their respective pre-pools.

**Phase I scoring** For Peewee and Squirt skaters, scoring compiled during Skills (PHASE I) will constitute 25% of player's total score. For Bantam skaters, scoring compiled during Pre- Pool Placement Scrimmage (PHASE I) will constitute 11% of the player's total score.

### **BANTAM Specific**

Since game situation is the strong placement factor at the Bantam level, Bantam players will not have a skill tryout.

Bantam skaters will be asked to designate their position at the start on the Bantam Scrimmage 1, Forward, Defense or Both. There will be no changes to their designated position, once they have skated in this session.

Bantam Scrimmage 1 will be 4 on 4, with skaters playing both forward and defense.

**Note to Bantam Goalies:** You will also have a separate 2 day skill tryout, as well as a scrimmage in PHASE I.

**Format** = Scrimmage: 4 on 4, One minute shifts

**Length** = 1 hour (or per the posted tryout schedule)

**Grouping** = Players will be initially placed on equally balanced teams based on their team placement from last year for the pre-pool session.

**Scoring 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 Specific**

**Format** = Skill evaluation. Each player will be evaluated using three attempts; only the player's best time will be recorded.

**Length** = 75 minutes (or per the posted tryout schedule).

**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.

**Scoring 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 and Stick Handling.

### **GOALIE SKILLS (all Levels)**

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, and two or more evaluators

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

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

**Scoring 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.

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

- 25% Skills + 75% Scrimmages = Final Score

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

### **PHASE II Pre-Pool Scrimmages (Peewee, Squirt and Bantam)**

**Phase II scoring** For Peewee and Squirt skaters, scoring compiled during Pre-Pool Scrimmages (PHASE II) will constitute 25% of player's total score. For Bantam skaters, scoring compiled during Pre Pool Scrimmages (PHASE II) will constitute 22% of the player's total score.

**Pre-Pool Scoring** = For all Bantam, Peewee and Squirt 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 are 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 and with equal distribution of returning last year A/B players (of similar Phase I scores) 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** = Scrimmage will be 1 hour (or per the posted tryout schedule)

**Format** = Scrimmage format will be 4 on 4 for the first pre pool session and 5 on 5 for the second pre pool session with one minute shifts. All Squirt pre pool sessions will be 4 on 4.

**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.

**Scoring 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.

### **PHASE III - Pool Scrimmages (Bantam, PeeWee and Squirt)**

**Phase III scoring** For PeeWee and Squirt skaters, scoring compiled during Pool Scrimmages (PHASE III) will constitute 50% of player's total score. For Bantam skaters, scoring compiled during Pool Scrimmages (PHASE III) will constitute 67% of the 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

**Specific Pool Structure** – Subject to the final player enrollment, here is the pool breakdown:

Bantam: A/B1, B1/B2, B2C

PeeWee: A/B1, B1/B2, B2/C, B2/C

Squirt: A/B, B/C, B/C, B/C

**Length** = Scrimmage for 1 hour (or per posted tryout schedule). Pool sizes may require additional or less time for evaluation.

**Format** = Scrimmage format will be 4 on 4 for the first pool session and 5 on 5 for the second pool session with one minute shifts. **Please note:** Squirts will scrimmage 4 on 4 during their both pool sessions.

**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.

**Scoring 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. On an exception basis, where a player has clearly demonstrated their ability, they may be placed on the bench (or removed for the remainder of the session) to allow better evaluation of the remaining players to be slotted.

PHASE I and PHASE II Hockey Development Committee 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:

### **Final Team Selection (Peewee and Squirt)**

Composite score from PHASE I (Skills) will constitute 25% of total score.

Composite score from PHASE II (Pre-Pools) will constitute 25% of total score. Pre-pool scrimmages are 12.5% each for a total of 25%

Composite score from PHASE III (Pool scrimmages) will constitute 50% of total score. Pool scrimmages are 25% each for a total of 50%

Total Score 100% = 25% Phase I, 25% Phase II, 50% Phase III

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

Composite score from PHASE I (Pre-Pool Placement Scrimmage) will constitute 11% of total score.

Composite score from PHASE II (Pre-Pools) will constitute 22% of total score. Pre-pool scrimmages are 11% each for a total of 22%

Composite score from PHASE III (Pool scrimmages) will constitute 67% of total score. Pool scrimmages are 33.5% each for a total of 67%

Total Score 100% = 11% Phase I, 22% Phase II, 67% Phase III

**Goaltenders only:** Goalies are placed based on final tryout scores resulting from a composite of PHASE I (skills) at 25% and PHASE II-III (scrimmages) at 75% with each sub category session equally weighted.

### **Peewee A/B Pool**

**Optimization of A/B Pool Outside Scrimmage** - to reduce the size of the pool for the A/B pool outside scrimmage, ensuring more accurate and complete evaluation of players. The tryout committee may use discretion to place upon the A team, an unspecified number of the

highest tryout scoring players who are also returning (2nd year) “A” level players, and as such exempt these players from the final pool scrimmage evaluation.

### **Final Team Selection:**

**If the Pee wee A head coach is a non-parent**, they, in conjunction with the Pee wee Tryout Committee, will have placement discretion of the last Three (3) skater positions from all skaters in the A/B pool. They will also have placement discretion on two of the top three ranked goalies, if the top three goalie scores are comparable.

**If the Pee wee A head coach is a parent**, they, in conjunction with the Pee wee Tryout Committee, will have placement discretion of the last ONE (1) skater position from all skaters in the A/B pool. The goalies will be placed based on scores and projected team size (or as scoring gap dictates verified by tryout committee).

### **Bantam A/B Pool**

**Optimization of A/B Pool Outside Scrimmage** - to reduce the size of the pool for the A/B pool outside scrimmage, ensuring more accurate and complete evaluation of players. The tryout committee may use discretion to place upon the A team, an unspecified number of the highest tryout scoring players who are also returning (2nd year) “A” level players, and as such exempt these players from the final pool scrimmage evaluation.

### **Final Team Selection:**

**If the Bantam A head coach is a non-parent**, they, in conjunction with the Bantam Tryout Committee, will have placement discretion of the last Three (3) skater positions from all skaters in the A/B pool. They will also have placement discretion on two of the top three ranked goalies, if the top three goalie scores are comparable.

**If the Bantam A head coach is a parent**, they, in conjunction with the Bantam Tryout Committee, will have placement discretion of the last ONE (1) skater position from all skaters in the A/B pool. The goalies will be placed based on scores and projected team size (or as scoring gap dictates verified by tryout committee).

### **Roles and Responsibilities**

**Tryout Committee:** Tryout Committee member roles are defined below. Tryout Committee member refers to and includes:

- Level Commissioner
- Hockey Development Committee
- Tryout Process Coordinator
- Tryout Level Coordinator
- Board of Director Executive Representative (President, Vice President, Treasurer)

## **Hockey Development Committee**

The Hockey Development Committee (HDC) will be accountable for final team selection and providing documentation to support their decisions. The Executive Committee will review the results to ensure all processes were properly followed.

### **Evaluators**

Evaluator's credentials are reviewed and Evaluators are chosen by the Hockey Development Committee. Their role is to perform the task of evaluation during their perspective session.

- Evaluators will be furnished identical forms for scoring. All players will be provided with a jersey number for the entire tryout process that will be represented on the form.
- All evaluators will be hockey knowledgeable and not have any connections to players at the level being evaluated.
- There will be 4-5 Evaluators at large. Non-parent coaches from the Bantam A and Pee wee A teams will be evaluators for his/her respective level.
- All evaluators will meet with the HDC Level Representative and Tryout Level Coordinator prior to tryouts to discuss the requirements of the 1-9 scoring. This will ensure scoring consistency.
- Evaluators are required to attend all sessions for purposes of scoring consistency.
- Evaluators should sit in separate sections and should not have discussions during the Pre-Pool or Pool Sessions.
- Evaluator questions should be addressed to the Tryout Level Coordinator or HDC Level Representative.
- Evaluators must stay engaged throughout the process. Cell phones will not be allowed during their evaluation session.
- Where possible, evaluator's player must be more than one year removed from the level to evaluate. Example: First year Bantam's parent can't evaluate Pee wees, until second year.

### **Level Commissioners**

Role during tryouts is to ensure there is a communication link to parents and players throughout the process. All parent questions/concerns regarding player placement should be directed in writing to respective level commissioner. Level Commissioner will:

- Attend all level evaluation sessions
- Responsible for organizing and presenting the mandatory parent meeting
- Verify Player is wearing the correct piney number and a neck guard when they start their session

### **Tryout Level Coordinator – one per level**

Overall role is to work with the evaluators at your perspective level to ensure consistent and fair tryout process is followed. It is expected that this person is hockey knowledgeable and will fill in for tryout evaluator/volunteer in case of an emergency. This person will be responsible for:

- Contacting, scheduling, training evaluators for their perspective level
- Expected to attend all assigned level tryout sessions for skaters and for goalies

- Coordinate and work with the HDC representative at the assigned level
- Working with the level commissioner to ensure players understand expectations throughout the tryout process
- Ensure tryout evaluators and volunteers sign in and are appropriately credited.

For skills session:

- Set up the ice for designated drills
- Explain to the volunteers the importance of their role and the expectation for each drill
- Be available on the ice to ensure the session is running correctly

### **Tryout Process Coordinator**

Overall role is to be the administrative support throughout the Tryout process. There will be a Tryout Process Coordinator at every tryout session. Primary tasks are:

- Create initial groupings and secret numbers by player
- Create Bench sheets for pool play
- Data entry of all evaluator scores for every session into tryout database
- Run reports to provide ranking for pre pool and pool placements
- Run final placement and identify natural breaks for review of final team rostering

### **Bench Volunteers**

Bench sheets will be created by the Tryout Process Coordinator. The role of the Bench volunteers is to ensure the bench sheets are implemented for fair position play and rotation of ice touches.

- Rotate offensive players each shift
- Rotate defensive players each shift

### **On Ice Volunteers**

Primary role of On Ice volunteers is to keep play moving during scrimmages and to run on ice skill drills.

### **Piney Check-in/out Volunteer**

- Check in player and hand out correct Piney number.
- Inform Level Commissioner who has not checked in so that calls can be made and Bench Sheets verified.

### **Clock Volunteer**

Verify the scrimmage format with the Tryout Process Coordinator and Tryout Level Coordinator. Run Clock accordingly.