

SSMHA Tryout Format Updated 2025 – U11/13/15/18



Player Info:

- All U11 players will be eligible to try out for the AA, A/B or C team
- If a player chooses not to participate in the tryout process, they will be placed on the C team.
- Players will be assigned a pinney/Jersey when entering the rink and will wear that same pinney/Jersey for all sessions.
- There should be no identifiable jersey/socks (spring leagues or non-ssmha hockey). Please make every effort possible to have a solid color jersey (without a name).
- All players will be expected to line up in numerical order.
- Tryout session groups will be divided into two. Each group will feature half of the 1st Year players and half of the 2nd year players. The halves of each year will be divided alphabetically.

Teams Offered:

AA: This team will have an expectation of, but not limited to:

- Travel every weekend, multiple away games
- Participate in league play with games ranging from Cape Breton to Yarmouth
- 3-5 Tournaments across the Maritime Provinces
- Potential for home games or extra practices booked on a weekly basis, potentially in Chester or Liverpool
- Fundraising, or expectation of parents to pay their share for extra ice

A/B: This team will have an expectation of, but not limited to:

- Travel every weekend, multiple away games
- Participate in league play with games ranging from Cape Breton to Yarmouth
- 3-5 Tournaments across the Maritime Provinces
- Potential for home games or extra practices booked, potentially in Chester or Liverpool
- Fundraising, or expectation of parents to pay their share for extra ice

C: This team will have an expectation of, but not limited to:

- Limited travel every weekend, generally within the western region
- 3-5 Tournaments across the Maritimes
- Limited fundraising, or expectation of parents to pay their share for extra activities.

Out of association players will be eligible to try out for SSMHA if they obtain a release from their home association and are required to pay a tryout fee (TBD by SSMHA).

Process:

Skill Sessions: *Scores will be given out for each applicable category.*

- The goal will be to have a minimum of 3-4 evaluators.
- All players will be able to attend two skill sessions.
- Players will be scored based on the following categories;
 - Skating** (Forward, Backward, Edgework, Agility)
 - Stopping** (both feet), various turns, Transitions and Pivots
 - Puck Skills** (Skating with puck, Puck Control, Passing and Shooting)
 - Game Play** (Game sense, Game Awareness, Compete)

After skill sessions, all skaters will be ranked based on their scores from the evaluation sheets. *the top 8 ranked skaters will move on to Game 2.*

Game Sessions: (base on 1hr booking, games will be 3-16min straight time periods)

- The goal will be to have a minimum of 3-4 evaluators
- Players will be scored based on the following categories;
 - Skating, Game Sense,**
 - Puck Control,**
 - Game Awareness and**
 - Compete Level**

Game 1: Will consist of the next 20 highest scoring skaters who have not qualified for game 2 (Players ranked 9 – 28). The top 12 skaters from this game will move onto game 2, based on scores from the skills sessions (1 and 2) and game 1 rankings. (Note: game 1 scores will not be used further).

The goal of this game or any game during SSMHA evaluations is to provide information to evaluators based on the categories noted above. Being on the winning or losing team has no impact on a skater's evaluation.

Game 2: Will consist of 20 skaters. (8 + top 12 from game 1) The top 10 ranked players will make up team 1 and the next 10 ranked players will make up team 2. These rankings will be based on the skills sessions. All players participating in game 2 will be “parked” and the AA team will be made from this group.

Evaluations from game 1 will not be included when final tallies are made after game 2. Only the scores from the two skills sessions and game 2 will be used to determine rankings after game 2.

***A reminder to all parties, the goal of this game is not to win. SSMHA wants to ensure all players are properly placed at a level where they can remain competitive. The goal of this game is to give evaluators the best information on how to ensure this.*

Game 3: Will consist of all skaters that did not play in game 1 or 2 and the 8 skaters that played in game one and did not move on to game 2. Roster Selection for the A/B team will be made with top ranked skaters from this game and the skaters not selected for the AA team that competed in game 2.

Game 4: May be added if required based on registration number.

****** Games 1 and 2 – If deemed necessary due to registration numbers or potential scoring ties: the number of players participating in these games could exceed 20 (11 per team).**

Team Selection and Roster Size:

Our goal will be to have the following roster sizes. This is contingent on total registration in the level at the time of team selection. Unless otherwise declared by SSMHA the AA team will be decided after game 2 and the A/B team will be decided after game 3.

Roster Selection:

AA: Scoring for placement will be weighted as 2/3 from skill sessions and 1/3 from game 2. Head Coach can have a decision on the final roster spots and the option to waive it if they choose. The top 12-15 scoring players will make the AA team. The Head Coach will have the ability to select up to 3 skaters for the final three spots based on scores once roster size has been selected. Example, the roster size is 15, the coach can select the final 3 spots (skater 13/14/15) from skaters ranked 13-18

A/B: Scoring for placement will be weighted as 2/3 from skill sessions and 1/3 from game 3. Head Coach can have a decision on the final roster spots and the option to waive it if they choose. The top 12-15 scoring players will make the A / B team. The Head Coach will have the ability to select up to 3 skaters for the final spots as stated above.

C: This team will be made from the remaining skater and those skaters who chose not to try out.

Roster Size: (Based on rankings and registration)

AA: Maximum of 15 skaters + 2 Goalies
Minimum of 12 Skaters + 1 Goalie

A/B: Maximum of 15 skaters + 2 Goalies
Minimum of 12 Skaters + 1 Goalie

C: Remaining skaters + Remaining Goalie

****Note: All effort will be made to ensure teams are competitive at the level SSMHA offers. This may result in a roster of less than 15 skaters based on evaluations.**

Goalies:

Evaluations will be a combination of a Skills Sessions and Game Play. An effort will be made to have each goalie play in at least one game, but this will be determined on how many goalies are trying out and the rankings after the Skills Sessions. The top-scoring goalie will move to Game #2, while goalies rated 2nd, 3rd, and 4th will play in Game #1. The top two rated goalies from Game #1 will move to Game #2. A determination on which and how many goalies are placed on the AA will be made after Game #2. Game #3 will include the remaining goalies for further evaluation.

*****Note: The number of goalies participating in Game 1 is dependent on number of goalies trying out at each level, a 4th goalie may be added to games.**

All goalies participating in a game will be given equitable opportunity and will play against both teams in the scrimmage.

If 2 goalies - Each goalie will play $\frac{1}{2}$ of the game against a team and then goalies will switch.

Example: If 3 – 16 min periods, Each goalie will play 24 min vs each team

If 3 goalies – Each goalie will play 1 period vs a team.

Example: Period 1 – Goalie 1 faces team 1, goalie 2 faces team 2

Period 2 – Goalie 1 faces team 2, goalie 3 faces team 1

Period 3 – Goalie 2 faces team 1, goalie 3 faces team 2

If 4 goalies – Each goalie will play $\frac{1}{2}$ of $\frac{1}{2}$ of a game vs each team.

Example If 3 – 16 min periods, $\frac{1}{2}$ of a game would be 24 min. Each goalie will play 12 min vs each team.