



2024-2025 CHBAMHA REP TEAM SELECTION PROCESS

The Rep Team Selection Process is the official process CHBAMHA utilizes for placement of Registered players onto Competitive Rep Teams in U11-U13-U15-U18 age divisions.

**U7 & U9 are considered developmental programs under Hockey Nova Scotia.*

There are a few minor changes from last season's Rep Team Selection Process.

2.7 Updated to reflect teams and levels for 2024-2025 season

2.11 Clarification around who is evaluating goaltenders.

2.14 Notice of elimination of helmet stickers, and private hockey apparel.

2.16 Clarifying process for players who miss sessions.

7.7 Clarification for players selected to be exempt from final intrasquad game to promote more movement.

5-6 There were 2 changes to the individual skills session. The shooting drill has been removed. The Agility Transitional drill is now without a puck AND with a puck. A shooting drill has been added to the Tactical Skills session.

8.5 Clarification for returning players in their 2nd or 3rd year of an age group.

11 Detailed information regarding goalie evaluations.

1. Purpose of this document.

1.1 The Team Selection Process (tryout process) is a pivotal stage in the formation of CHBAMHA teams, where players showcase their abilities, development, and potential. This policy is intended to highlight and effectively communicate the paramount importance in meticulously assessing players' capabilities, and how we ensure that team composition is rooted in a foundation of proficiency.

By focusing on skill as the primary criterion through individual, tactical and gameplay scenarios, evaluations facilitate the assembly of well-rounded teams that can excel in the fast-paced and competitive world of hockey. Skill assessment forms the bedrock of team selection, as it directly influences a player's contributions to various facets of the game. This emphasis on skill-based evaluation fosters an environment of fairness and meritocracy. Players who have dedicated themselves to honing their abilities are rewarded for their hard work and commitment, inspiring a culture of continuous improvement and dedication within our hockey community.

The hockey tryout process hinges on the discerning eye of evaluators who prioritize skill assessment while being efficiently administered and managed with the help of Team Genius App. This guides the selection of teams that are not only well-equipped for success but also uphold the principles of fairness and merit. As we celebrate the intricate dance of skill, technique, and teamwork on the ice, let us acknowledge and appreciate all players, Coaches, and Evaluators.

2. Overview of the Team Selection Process

2.1.1 The Rep Team Coordinator is an elected person to the CHBAMHA Executive Board responsible to coordinate and manage all Rep Teams within CHBAMHA and to report to the CHBAMHA Executive. It is also their role to administer and manage the Team Selection Process each season.

2.2 A Tryout Committee under the supervision of the Rep team Coordinator, consisting of the following members, will assist with various tasks and duties during the process. Should one of these roles or positions not be filled at the time the Tryout Committee is formed, the President may appoint any member in good standing to the Committee to replace a missing position.

- a. Rep Team Coordinator
- b. Rec Coordinator
- c. U7 /U9 Coordinator
- d. Registrar

e. President

- 2.3 During the process other advisors may be brought in for varying circumstances to assist with ensuring the Rep Team Selection Process is completed.
- 2.4 CHBAMHA Executive retains the right to place players on the team and level that they deem is the most appropriate in accordance with a player's skill and ability. This decision will be voted on by the CHBAMHA Tryout Committee.
- 2.5 The process will be broken into 4 unique phases

Phase 1 –Individual Skill Evaluation (1 session)

Phase 2 –Tactical Skill Evaluation (1 session)

Phase 3 – Intrasquad Game Skill Evaluation (3 sessions)

Phase 4 - Final Tryout Roster Evaluation and Selection (2-3 sessions)

- 2.6 All Players are assessed by selected evaluators during phases 1-3. Assessment is done only through Team Genius (app) and players are ranked according to position and accumulated scores. The Rep Coordinator will create rosters for Phase 4 Final Tryout Roster Evaluation and Selection. Final Team selection will be completed by the Head Coach assigned to each team for the upcoming season.
- 2.7 After 5 sessions, players not selected to rep teams will be released to our Rec Division which has its own process for ensuring balanced teams dependant on the amount of players in the age group.
- 2.8 The following levels will be represented with teams **for the 2024-2025 Minor Hockey Season as Cole Harbour Wings.**

U11 - AA, A, B

U13 - AAA, AA, A, B

U15 - AA, A, B

U18 - AA, A

Cole Harbour Minor Hockey adheres to Hockey Nova Scotia guidelines on number of competitive teams based on registration numbers. There may be multiple teams at selected levels which will be determined during the tryout process.

- 2.9 All players must be registered with CHBAMHA (including Out-of-Area players) and those who desire placement on a Rep Team, must participate in the **complete** Rep Team Selection Process. Any questions in regard to registration can be emailed to registrar@chbawings.org

- 2.10 Players must identify the position they would like to be considered for at the onset of Rep Team Selection Process (i.e.. Forward, Defence or Goaltender).
- 2.11 CHBAMHA contracts Todd Bengert of Upper Echelon Goaltending to facilitate evaluations for goaltenders for each age division for Phase 4. Goaltenders have their own Individual Skill Evaluation (on ice session) before joining players for phases 2-3. Assessments include evaluators from Upper Echelon staff and additional external evaluators. Please see section 11 for more goaltender information on how they are evaluated.
- 2.12 Players must identify if they do not wish to be considered for levels that include body contact. Please contact Kary Anne Young registrar@chbawings.org
- 2.13 Parents are not permitted inside rinks for Phases 1-3.
- 2.14. For any players that have helmet stickers representing spring, elite or AAA leagues, etc, they will have to be removed or covered with tape during the tryout process. This also applies to wearing identifying socks or pant shells to any outside hockey programs. Socks should be Wings or plain colours without logos.
- 2.15 Parents are not allowed to engage in conversation or seek out information from evaluators.
- 2.16 During the Rep Team Selection process, players will only be identified by jersey number. Player names will be kept in confidence by the Rep Team Coordinator through the Team Genius App. Names are not shared with Evaluators through the Team Genius App.
- 2.17 Players who are not able to participate in Phase 1 or 2 (in whole or in part) may be given an exemption and placed into an appropriate skill level within Phase 3, at the sole discretion of the Rep Coordinator in conjunction with the Tryout Committee. The player will be placed in a grouping in the next phase/session based on comparable players. This is an effort to reduce any perceived benefit to missing a session to boast scoring and chances of playing in a higher ranked group in the next phase. If there is found to be any misleading information or attempt to take advantage of the Team Selection Process, the player will be automatically placed in the C Division. The CHBA Discipline committee would become involved for any further disciplinary consequences as a result.

Reasons for these exceptions may include, but not be limited to;

- 2.17.1 **Conflicts with other sports or extracurricular activities** – In the event that a player wanting consideration for a Rep Team is unable to participate in the Rep Team Selection Process because of scheduling conflicts with other sports, or

extracurricular activities, consideration may be given by the Rep Coordinator provided that the player demonstrates he or she has made every effort to attend when possible, and that the conflicting sporting event is significant. (i.e. provincial, Atlantic Championships)

2.17.2 **Travel** - Should a player not be able to participate in Phase 1 because of planned travel, consideration may be given by the Rep Coordinator to continue to Phase II provided that the Rep Coordinator is given ample advance notice of the players intent to miss Phase I

2.17.3 **Illness**— Should a player not be able to participate in Phase I because of illness or consideration to allow them to continue onto Phase 3 or 4 may be given upon the presentation of a Doctor's Letter.

2.17.4 **Injury**- If a player is unable to participate in tryouts due to injury, or illness. The CHBA Registrar and Rep Coordinator are to be notified as soon as possible ahead of scheduled tryouts.

Parents of players should provide as much detail as possible and any medical prognosis of the injury focusing on return to play guidelines set by a medical professional. Parents/Guardians can include a request of where they feel their child should be placed. Any supporting information is accepted.

For CHBA to consider a request. The return to play date determined by medical professionals must be December 1st. This date is for full participation in league hockey games. This does not include a return to the team for 4 weeks of non-contact drills. Players will be expected to be cleared for game participation by December 1st.

For returning players in our association, the Rep Coordinator will begin discussions and will include past coaches who are familiar with the player. The Rep Coordinator may also designate a current coach or group of coaches to assist in evaluating and determining each unique request. Members of this ad-hoc committee can also reach out to other coaches for feedback as well.

For players who are new to the association we ask parents/guardians to provide at least 3 references of past coaches who can assist with CHBA evaluation. If a comparable or known player exists in our association then this should be noted and considered.

If the information gathering process leads to debate as to whether the player should be placed between two levels. The player will be rostered at the lower level being debated.

Players that are requested to be automatically placed at a high level should be forecasted as one of the top 3 forwards, top 2 defencemen, or top goalie. If the requested player is comparable to many other players in the tryout process. The injured player may be moved to a lower level.

Other contributing factors to the final placement of a player would be the timeline to return to play. Before any return to play. The Head Coach, Rep Team Coordinator and Registrar need to receive a return to play medical note to ensure the overall safety of the returning player.

We recognize injuries affects mental health of injured players. In addition, this can also affect other players and teams. Final decisions can negatively impact the perception and narrative amongst members inside our association. This is why all players being discussed for rep teams shall be considered right up until teams are finalized. There will be no decisions made before or during tryouts.

If there is found to be any misleading information or attempt to take advantage of the injured status, the injured player will be automatically placed in the C Division. The CHBA Discipline Committee would become involved for any disciplinary consequences as a result.

If an injured player is placed on a rep team. The Tryout fee will be added to the cost of registration. This is a result of due diligence and time commitments dedicated to this process. It is only equal and fair to include fees while being evaluated against other players during the Team Selection Process who have paid the fees.

This amendment also considers player banks and fundraising commitments. Parents/Guardians or of a player being placed on a team will still be responsible for their portion of the team budget. This cannot be prorated. The other families on the team will not be asked to pick up that financial obligation. They would have to sign a parental agreement, and fundraise the same as the rest of the team.

There is no appeal process to decisions made for injured players. All placements of injured players would be final.

3. Team Genius App Overview

3.1 The Team Genius is widely considered the administrative tool for many minor hockey associations in Canada and specifically Nova Scotia in delivering a comprehensive team

selection process. The Team Genius app is designed to aid in hockey tryouts, and offers several advantages

Efficiency: Traditional tryout processes can be time-consuming and involve manual paperwork, data entry, and communication. Team Genius streamlines these processes by allowing evaluators and administrators to manage tryout registrations, scheduling, and player assessments all in one place.

Data Collection and Analysis: The app collects and stores data on each player's performance, skills, and selected attributes during tryouts. This data is used for ranking players and determining groups based on those rankings and finalizing player placement for Final Roster Selections.

Standardized Evaluation: The app provides standardized evaluation criteria, ensuring that all players are assessed fairly and consistently. This reduces potential biases and helps maintain a level playing field for all participants.

Transparency: Having a digital record of player evaluations and decisions can enhance transparency and accountability within the tryout process.

It's important to note that the success of the Team Genius app has a simplified user interface, functionality, ease of use, and overall integration into our existing tryout process. Additionally, privacy and data security considerations are crucial when dealing with sensitive player information and is protected through this app.

CHBAMHA has used the Team Genius App for the past 6 seasons as it aligns with our specific needs and goals.

4. Evaluators

- 4.1 It is the goal of the Team Selection Process to have 4-8 evaluators per session per age group. CHBAMHA strives to find evaluators that are completely outside the organization to be included in our Team Selection Process.
- 4.2 In an effort to ensure a high number of evaluators, parent coaches have provided evaluation support in age divisions that they do not have a registered child in.
- 4.3 Non Parent Coaches are also used as evaluators.

4.4 Organizing independent evaluators for minor hockey tryouts entails a multifaceted complexity that extends beyond mere logistical challenges. The process involves identifying qualified individuals who possess a deep understanding of the sport, are devoid of any affiliations or biases towards the participants, and can provide a fair and objective assessment of each player's skills and potential. Coordinating schedules, securing commitments, and ensuring consistency in evaluation criteria across a diverse group of evaluators adds another layer of intricacy. Moreover, fostering an environment of transparency and confidentiality to prevent undue influence becomes imperative. The intricate interplay of these factors underscores the intricate nature of assembling a panel of independent evaluators for minor hockey tryouts, an endeavor that embodies the essence of equitable player selection. Utilizing parent coaches as evaluators in minor hockey serves as a pragmatic approach that aligns with the unique dynamics of grassroots sports development.

4.5 Parent Coaches are used in age divisions that they have no affiliation with through familial relations. This approach not only streamlines logistics by leveraging existing resources within the hockey community but also fosters a sense of continuity and trust among players, parents, and coaches. However, CHBAMHA understands how crucial it is to implement clear evaluation guidelines and maintain open communication to mitigate potential biases and ensure a comprehensive and equitable assessment process.

Team Genius helps with that. All scoring is audited throughout the process by the Rep Team Coordinator to seek out biased scoring or inconsistencies.

4.6 For the 2022-2023 Team Selection Process. We exceeded our goal of 4-8 evaluators per sessions for Individual skills, tactical skills, and intrasquad games used for evaluations for phases 1-3. Evaluators were a mix of non parent coaches, external contacts and other parent coaches from other age divisions ;

U11 - 10 Evaluators, 85 data points per player

U13 – 11 Evaluators, 97 data points per player

U15 - 13 Evaluators, 108 data points per player

U18 - 8 Evaluators, 51 data points per player.

4.7 When considering the involvement of parent coaches as evaluators in age divisions where their children are not participating, several key measures have been implemented to uphold fairness, transparency, and credibility in the evaluation process.

4.8.1 The Rep Team Coordinator shares the Hockey Canada code of ethics and CHBAMHA evaluation guidelines that emphasize objectivity, fairness, and the avoidance of favoritism. All parent coaches participating as evaluators explicitly agree to adhere to these guidelines.

- 4.8.2 Names are never shared, evaluators do not see any identifying names of players they are assessing. This helps eliminate unconscious biases and keeps the focus solely on the players' skills and performance. All efforts will be made to assign parent evaluators to a level that is 2 levels removed from the level of their player
- 4.8.3 All Evaluators go through training with the Team Genius App. These sessions also cover standardized evaluation criteria, scoring systems, and the importance of impartiality.
- 4.8.4 The Rep Team Coordinator oversees the entire process. addressing any concerns, ensure compliance with guidelines, and provide an additional layer of accountability.
- 4.9.5 Evaluators will sit separately, spread throughout the rink and will not have parent interaction during the evaluation session. Evaluators will remain for the entire 50-80 minute ice sessions.
- 4.9.6 While parent coaches can play a role. They are not the only evaluators. Each Panel has non-parent coaches, former players, or other independent evaluators from outside the organization to ensure a well-rounded assessment.
- 4.9.7 By implementing these measures, the involvement of parent coaches as evaluators in age divisions where their children are not participating can be managed in a way that upholds the integrity of the evaluation process and ensures equal opportunities for all players.

5. Scoring Criteria

- 5.1 At the completion of Phase 3. Players are ranked with weighted scores accumulated from 5 on-ice sessions.

Phase 1 – Individual Skill Session (10%)

Phase 2 – Tactical Session (15%)

Phase 3 – 3 Intrasquad Games (75%)

- 5.2 Groups are assigned according to alphabetical order for Phase 1 and Phase 2. Groupings for Intrasquad games are based on accumulated scores from the first 2 sessions.

5.4 Phase 1 –Individual Skill Evaluation (1 session)

This session evaluates a players individual skills with a series of timed drills. This portion of the evaluation will account for 10% of a total player score. Players are not arbitrarily assessed. Scores are only collected and entered via the Team Genius App by on ice

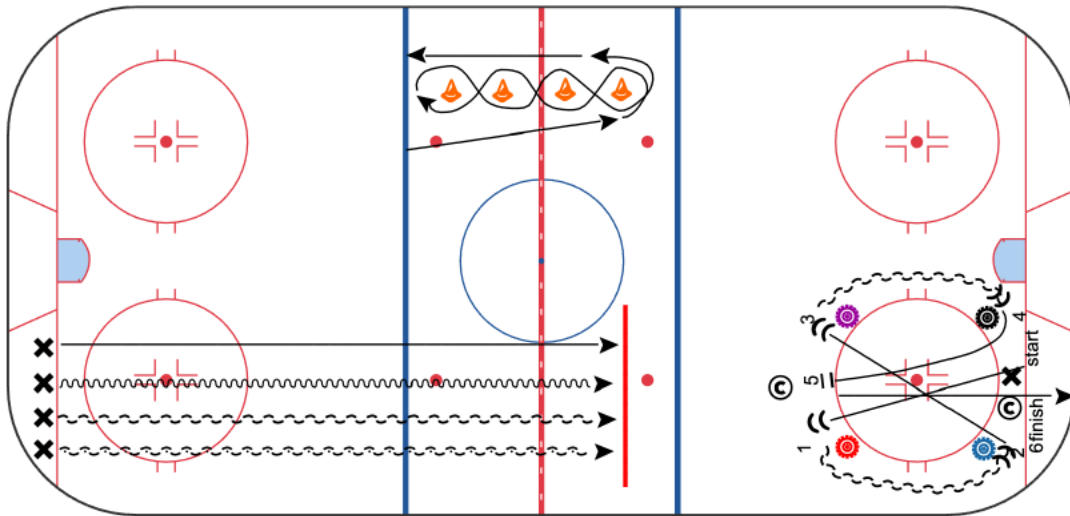
assessors. These assessors may be external contractors or other coaches from other rep levels. There is a Lead Coach who is responsible for the session. An extra coach is assigned to each drill to assist in keeping players in order.

There is a total of 7 skills. They have equal merit (14% each) to total 100% for Phase 1. Although at the end of 5 sessions Phase 1 is only worth 10% of a players total score. It is worth 40% for the creation of groupings for stage 3.

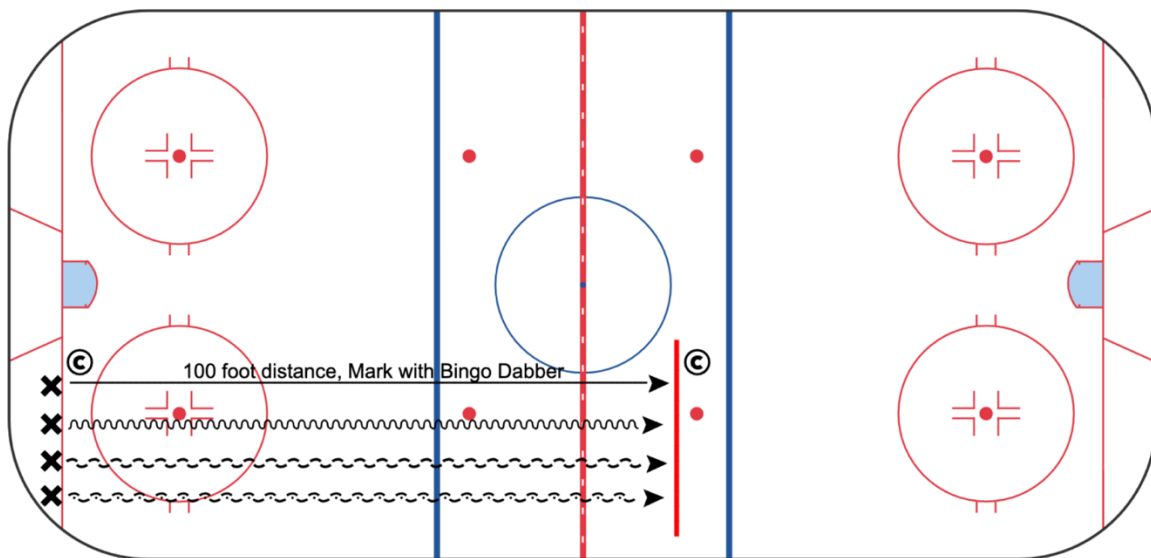
The screenshot shows a software interface for 'PHASE 1 INDIVIDUAL' with 7 criteria. The total weight is 10%. Each criterion is worth 14%. The criteria are: SKATING FORWARD (100 FEET), SKATING FORWARD WITH PUCK, SKATING BACKWARDS, SKATING BACKWARDS WITH PUCK, AGILITY WEAVE, AGILITY TRANSITIONAL, and AGILITY TRANSITIONAL WITH PUCK. There is an 'Add Criteria' button and a help icon.

PHASE 1 INDIVIDUAL (7 Criteria)		10%	:	+
Evaluation Criteria ⓘ				Add Criteria
🕒	SKATING FORWARD 100 FEET	14%	:	+
🕒	SKATING FORWARD WITH PUCK	14%	:	+
🕒	SKATING BACKWARDS	14%	:	+
🕒	SKATING BACKWARDS WITH PUCK	14%	:	+
🕒	AGILITY WEAVE	14%	:	+
🕒	AGILITY TRANSITIONAL	14%	:	+
🕒	AGILITY TRANSITIONAL WITH PUCK	14%	:	+

- 5.5 Players will be separated into 3 groups after a short warmup
- 5.6 Each player be given an opportunity to complete (and receive a time) for each of the drills.
- 5.7 Should a player not be able to complete any drill (i.e. – interfered with by another player, fallen, etc.) they will be given a 2nd opportunity to re-start the drill.
- 5.8 At the discretion of the on ice coaches, stations may be moved to accommodate changing ice conditions.



5.9 Skating Evaluation (Drills 1 – 4)



Players will participate in a series of timed evaluation drills for forward and backward skating with and without a puck (4 drills total).

- 1) Skating Forward
- 2) Skating Forward with Puck

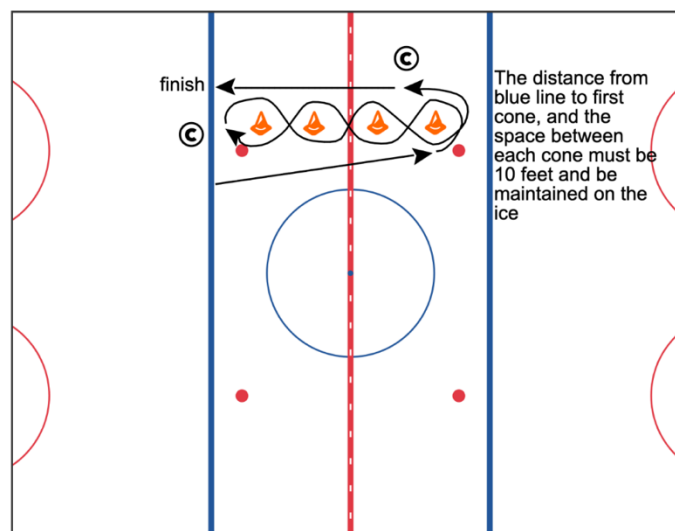
- 3) Skating Backwards
- 4) Skating Backwards with Puck

Players will start from a resting position and skate straight for 100 feet.
Ice assistants and assessors will control the start(via whistle) and completion of the drill (once a player has passed the 100' marker), as well as record times for each player for each drill.

5.10 Agility (Weave) Assessment

CHBA Individual Skills - Agility Weave (for Players)

0 mins

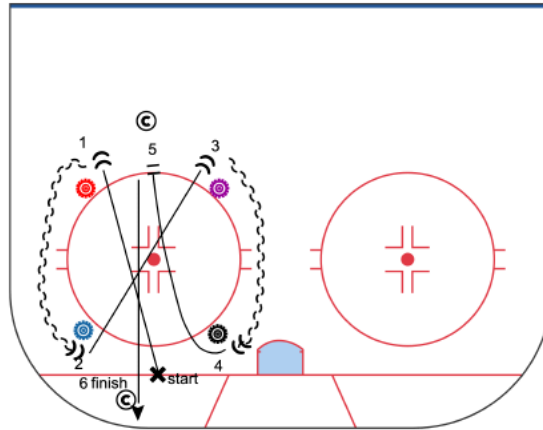


Players will participate in a timed evaluation drill for forward agility skating with a puck

Players will start from a resting position and skate forward through the 4 pylons (as shown).

Coaches will control the start (via whistle) and completion of the drill (once a player has passed the starting blue line), as well as record times for each player for each drill.

5.11 Agility (Transitional) Assessment



Players will participate in a series of timed evaluation drills for agility skating (forward and backward with pivoting) with and without a puck (2 drills total).

Players will start from a resting position and skate forward through the 4 pylons (as shown).

1. Pivot LEFT at RED tire and skate backwards to...
2. Blue Tire and pivot back to forward skating across the circle to...
3. a Pivot RIGHT at the purple tire skating backwards to...
4. BLACK tire with a pivot to forward skating, to
5. a hard stop (player can decide which direction to stop) at the top of the circle where Both feet must touch top of circle and then turn and skate forward into a...
6. and finish crossing the goal line

Coaches will control the start (via whistle) and completion of the drill (once a player has passed the starting goal line), as well as record times for each player for each drill.

Coaches will control the start(via whistle) and completion of the drill (once a player has passed the starting goal line), as well as record times for each player for each drill.

Coaches may retest a player if the app did not record the time correctly due to evaluator error.

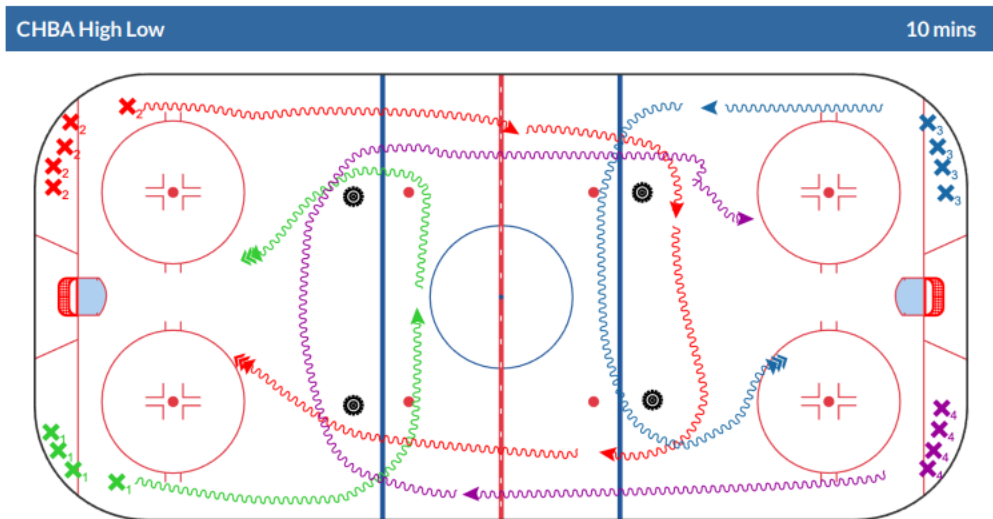
6.0 Phase 2 –Tactical Skill Evaluation (1 session)

- 6.1 This portion of the evaluation will account for 15% of a players total score. However it is worth 60% for assigning groups for Intrasquad Game 1.

- 6.2 Players are ranked in 5 Drills. Evaluators choose a score of 1-10 for each player during each drill. They have merit (25% each) equaling 100% for a players Phase 2 total score. Although at the end of Phase 3 Phase 2 is only worth 15% of a players total score. It is worth 60% for groupings for stage 3.
- 6.3 The intent is to have up to 6 coaches on ice with a lead/Head Coach leading the entire session and going over the drills for players

PHASE 2 TACTICAL (5 Criteria)		15%	:	+
Evaluation Criteria ⓘ		Add Criteria		
SHOOTING		10%	:	+
WEAVE ANGLE		25%	:	+
BREAK OUT PASS 1V1		25%	:	+
FORECHECK/PASS/2-1		25%	:	+
1 VS 1 BATTLE X2		15%	:	+

6.4.1



All players are lined up in 4 corners X1, X2, X3 and X4. On the coaches whistle, all players start out with a puck at the same time. Two opposite corners are designated "high", and the other two opposite corners "low". In this case, X1 and opposite corner X3 will start out skating to the "low" set of tires at the near blue line, then turn and turn around them, returning towards their starting end, where they will shoot on goal before returning to the opposite line in their

end. Players switch lines in their own end after each attempt. Shots ONLY from the Ringette line. No dekes on goalies.

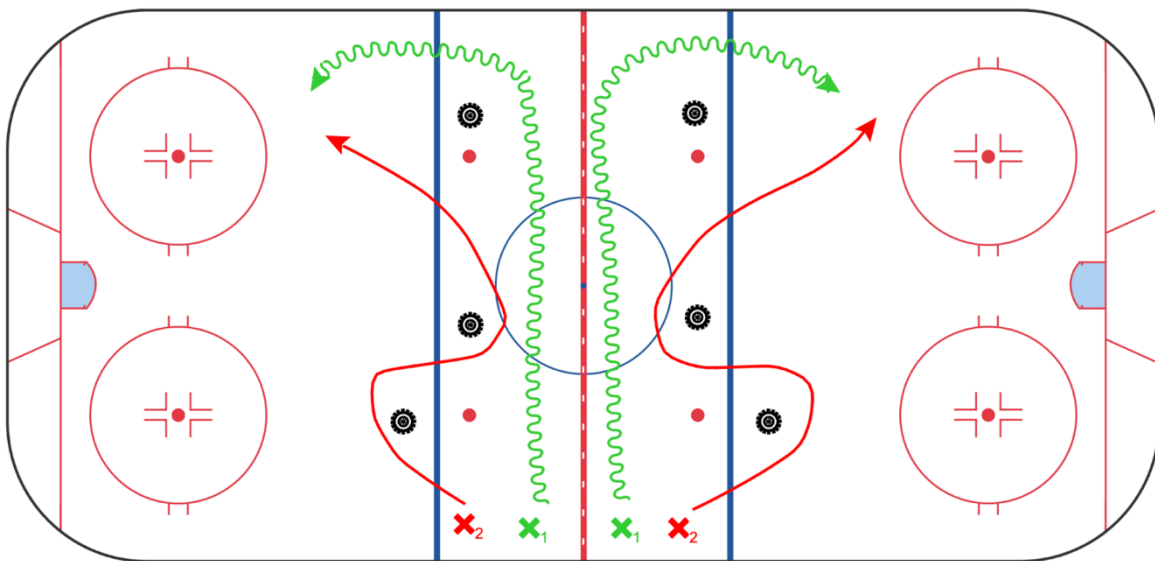
Evaluation

Evaluators will qualitatively assess players technical ability to shoot in stride with accuracy and power.

6.4.2 Weave Angle

CHBA Evaluations Tactical Session - Weave Angle

10 mins



Description

X1 will carry puck wide and try to cut to the net for a scoring chance.

X2 will weave around the pylons and angle X1 as they try to cut towards the net.

Evaluation

Evaluators will qualitatively assess a players ability to carry the puck and enter the offensive zone using speed, skill, and creativity for a scoring opportunity.

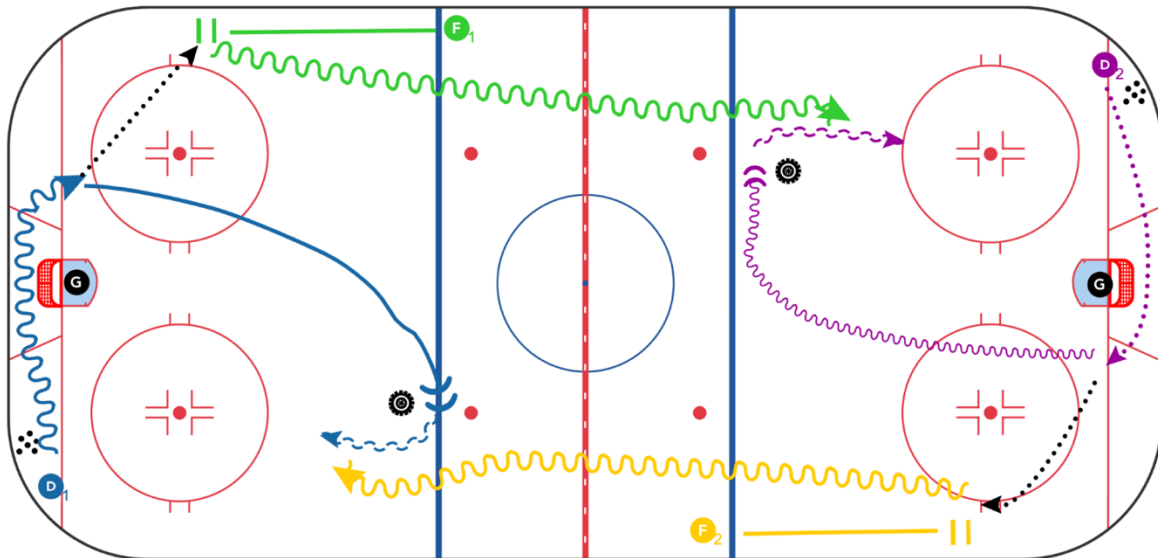
Evaluators will qualitatively assess players intensity or desire to compete within this drill

Evaluators will qualitatively assess players overall skill

6.5 Break out Pass 1v1

CHBA Evaluations Tactical Session - Break Out Pass 1 V 1

10 mins



Description

- D1 and D2 will start with a puck, on coaches whistle they will skate around the net and look for a pass option at the hash marks.
- At the same time F1 and F2 will skate hard to the hash marks to receive a pass.
- After the pass is made, F1 will encounter D2 from the other end for a 1v1. F2 and D1 will also have a 1v1 on the other side.

Forward Evaluation

- Evaluators will qualitatively assess a Forwards ability to get into a proper position to receive a pass and then using a combination of speed, acceleration, puck control, physicality and creativity
- In order to attack the offensive zone against a defender for a scoring opportunity on goal.
- Forwards will not be penalized for a missed pass out of their control, interference by other players or any other reason that may cause the drill to not be completed.

Defence Evaluation

- Evaluators will qualitatively assess a Defenceman's ability to make a pass up to a positioned forward along the boards. Then using a
- combination of forward speed, pivot, backward speed, agility, "gap" control, angling, body position / contact in order to defend the defensive zone from an attacking player.

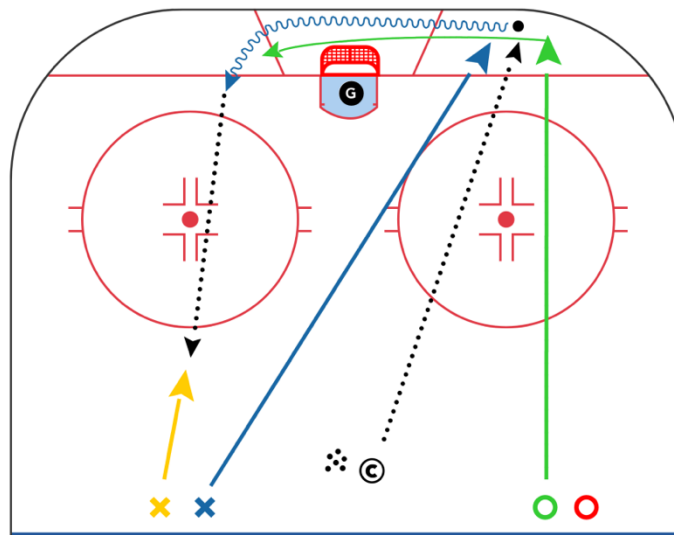
Defenceman should not be penalized for a forwards missed pass, interference by other players or any other reason that may cause the drill to not be completed. Additionally, under some circumstances, a defenceman may be initially beat by a Forward

- (who may have started prematurely), but still receive favorable score for chasing, and following up on the play.

6.6 Forecheck / Pass / 2 v 1

CHBA Evaluations Tactical Session - Forecheck / Pass / 2 v 1

10 mins



Description

- Coach will dump a puck into the corner.
- First two players X and O will race for puck possession and battle 1v1.
- The players must control possession and make a direct pass back to their team. Once their teammate receives the pass they can then pursue a scoring opportunity 2-1.
- The drill is completed by a goal or the defensive player skating the puck outside the blue line.
- No clearing the puck allowed.

Evaluation

Forwards /Defence

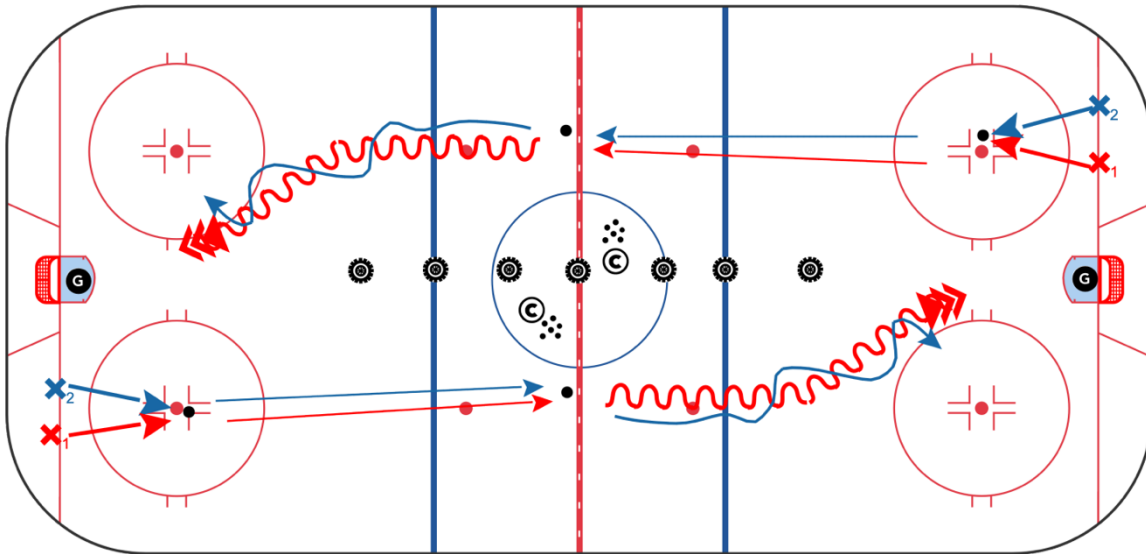
- Evaluators will qualitatively assess a player's ability to win a puck battle using speed, creativity, physicality (body contact or angling). In addition, each players ability to position themselves when not in possession of the puck as well as a players ability to use his/her teammate effectively for the scoring opportunity.
- Evaluators will qualitatively assess all 3 players intensity or desire to compete within this drill with or without the puck.

- Evaluators will qualitatively assess all 3 players overall skill for both sides of the scoring opportunity.

6.7 1 v 1 Battle X2

CHBA Evaluation Tactical Session - 1v1 Battle X2

10 mins



Description

- On the whistle X1 and X2 will battle and play keep away in the circle with the puck.
- On second whistle X1 and X2 will leave the 1st puck where it lies and race for the puck that is spotted at the centre line. The drill finishes with a Shot on goal.

Evaluation (Forwards/Defence)

All players are evaluated on single score of 1-10.

- Evaluators will qualitatively assess a players ability to win a puck battle and keep possession using speed, creativity, and body position.
- Evaluators will qualitatively assess both players intensity or desire to compete within this drill with or without the puck.
- Evaluators will qualitatively assess both players overall skill for both sides of the scoring opportunity.

7.0 Phase 3 – Intrasquad Game Skill Evaluation (3 sessions)

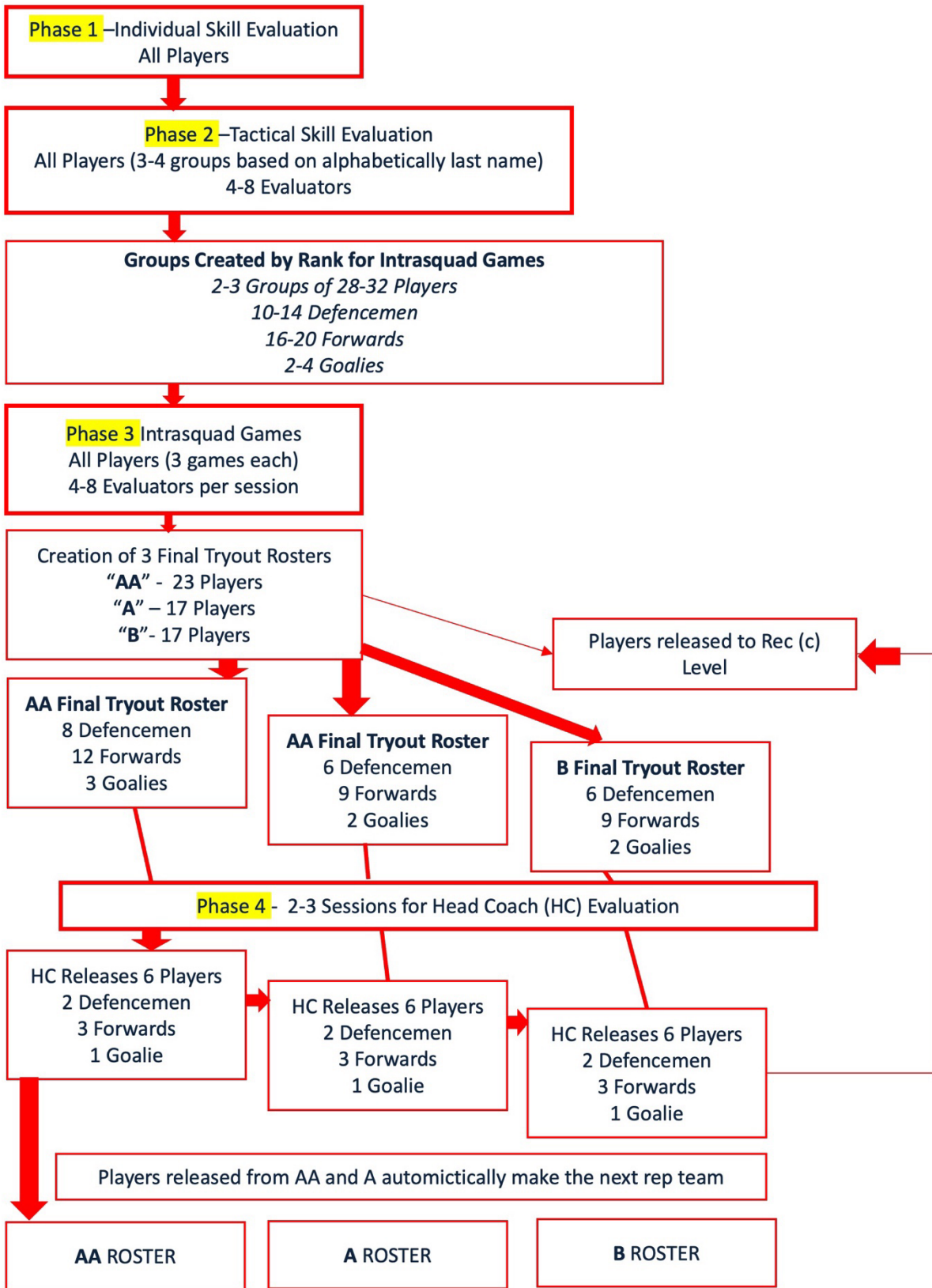
- 7.1 This portion of the evaluation will account for 75% of a player score. There are 3 Intrasquad games and Players receive 3 scores each game from each evaluator for the following criteria.
- Hockey Skills/IQ (33%)
 - Skating (33%)
 - Compete Level/Engagement (33%)
- 7.2 After the completion of Phase 2. Team Genius ranks all players with 1 being the highest achieved total score. While it depends on the number of players in an age division and available ice. The Rep Team Coordinator creates 2 sets of rosters for either 2 or 3 intrasquad games. If there is 3 games being played. It is considered that there are 3 groups of players. These 3 groups have 2 teams in each.
- 7.3 Rosters are created by evenly distributing (starting with the highest) players across 2 teams for each intrasquad game .
- (example – Player A is the highest ranked player and is rostered on the blue team, the 2nd highest ranked player goes to the red team 3rd goes to Blue, 4th goes to Red. Etc. etc.)
- This process is followed for Forwards and then Defence.
- 7.4 The Rep Team Coordinator finalizes and posts the rosters for each game online at chbawings.org.
- 7.5 After the first intrasquad games are completed within an age division and evaluations are completed for the first set of games there will be new updated rankings for all players. The same process from 7.3 is re down to create new rosters for the next Intrasquad session.
- 7.6 In an effort to ensure player movement between groups, there must be at least 3 players moved between groups. For example The 3 lowest ranked players from group 1 are replaced by the 3 highest ranked players from group 2.
- 7.7 Before the final night (Games 3) Selected Players may be exempt and asked not to play in that game to allow more player movement and allow evaluators a chance to focus on remaining players. These players would be returning players at the highest level within an age group and if required the next highest ranked player(s) based on Team Genius Player Rankings.

8.0 Phase 4 - Final Tryout Roster Evaluation and Selection (2-3 sessions)

- 8.1 At the end of Phase 3, the Rep Coordinator creates 3-4 Final Tryout Rosters (1 for each rep League)
- 8.2 Head Coaches will receive 2-3 Ice times for further evaluation before making final roster selections. The ice times may be exhibition games or just practices. This is dependant on Ice-time, schedule and other team availability.
- 8.3 Upon the conclusion of Phase 4, the Head Coach will identify to the Rep Team Coordinator players whom he or she wishes to release to the next level. These players will automatically be rostered to the team at the lower level with exceptions only as approved by the Rep Team Coordinator and CHBAMHA Board of Directors.
- 8.4 A Coach is not permitted to roster a player in a position different than what they have identified themselves as trying out for (i.e. selecting a forward to play defence) without express approval from the Rep Team Coordinator.
- 8.5 In a circumstance where a 2nd or 3rd year player that played previously on a team the year prior does not make the Final Tryout Roster via Team Genius (via accumulated scoring). This player will be added ~~for Final Evaluation~~ to the final tryout roster ONLY if they are within 1 player ranking of making the Final Tryout Roster at the forward or defence position. (As an example 12 Forwards get selected to the U11AA final tryout roster. If the returning player is 13th overall. They will be an additional add to the roster. They will not replace the 12th ranked player) This rule does not apply to goalies. Returning players are not guaranteed a spot on the Final Team Selection. If a Head Coach is releasing a returning player, this is a decision that must be brought forward to the Rep Team Coordinator. The granting of this permission is at the sole discretion of the Rep Team Coordinator in conjunction with the CHBAMHA Tryout Committee
- 8.6 Out-of Area Players released from higher levels are permitted to continue in the Phase II as permitted and directed by HNS. Once an Out of Area Player is released to a level which their home Association is offering for a particular season, the Registrar will release them back to their home association.
- 8.7 Players will be notified of successful placement on a rep team or release from the team by the Rep Coordinator through the CHBAMHA website.
- 8.8 Coaches may not contact successful player candidates to their team until given permission by the Rep Team Coordinator.
- 8.9 Coaches may only contact released players from their team with the permission of the Rep Team Coordinator and a released player's parent or guardian

- 8.10 The number of players assigned to final tryout rosters may be changed to include any exceptions with the approval of the Tryout Committee which will impact the amount of players that need to be released. Final Team will be 15 skaters and 2 goalies for all Rep Levels.

- 8.11 See on the next page the U11 Player Flow Chart for the Team Selection process to understand the process.



9.0 Evaluation Scoring Request Process

- 9.1 A Player or Player Parent's / Guardian may request, to the CHBAMHA Board of Directors through the Rep Team Coordinator on the following basis. To request scoring / rank from the Team Selection Process the Rep Team Coordinator will provide (wherever possible) within 48 hours of the request.
- 9.2 To inquire information on the Rep Team Selection Policy or process. The Rep Team Coordinator will provide (wherever possible) within 48 hours of the request.
- 9.3 To request information from the Rep Team Coordinator from the Coach who evaluated Phase 4. Players or Parent / Guardian may not contact with direct inquiry. The Rep Team Coordinator will provide this information solely at his or her discretion.
- 9.4 A Player or Player Parent's / Guardian may appeal in written form through the Rep Team Coordinator. The Rep Team Coordinator will have the sole discretion to escalate appeals to the CHBAMHA Board of Directors. Appeals to other members of the Board of Directors will not be considered and could result in disciplinary action.
- 9.5 Appeals will only be entertained for administrative errors.

10 DISCIPLINE

10.1 Any player, Parent / Guardian, Volunteer or Coach who knowingly contravenes the policy may be subjected to a discipline review by the CHBAMHA Board of Directors. Pending the results of the review, disciplinary action may be taken. This action may include, but not be limited to;

- 10.1.1 Disciplinary Letter
- 10.1.2 Suspensions – On-ice or Rink suspension
- 10.1.3 Removal from a Team Roster

10.1.4 Actions as determined by the CHBAMHA Disciplinary Committee the Rep Team Coordinator will provide (wherever possible) within 48 hours of the request.

11 Goalie Evaluations

Goaltenders receive their own dedicated hour for an individual skills session. The session is facilitated by Upper Echelon Goaltending, with support from coaches within Cole Harbour. They will be evaluated, by external evaluators.

Goaltenders will then join players in our Tactical Session and will also be evaluated.

Goalies will then be placed into groups based on Team Genius Ranking (via Accumulated scoring)

When evaluating hockey goalies on-ice, it's essential to assess their technical skills, positioning, decision-making, and Hockey IQ. Here are the skills that will contribute to their scores during evaluations:

1. Skating & Crease Movement

- **Edge Control & Agility:** Ability to move smoothly on their skates using edges (shuffles, T-pushes).
- **Lateral Movement:** Quick and controlled side-to-side movements (butterfly slides).
- **Recovery Speed:** How fast they get back to position after making a save or falling out of position.
- **Post-to-Post Coverage:** Effectiveness in moving from one post to the other to cover cross-crease plays.

2. Positioning & Angles

- **Square to Shooter:** Ability to stay aligned and square to the puck, cutting down the shooter's angle.
- **Depth Control:** Knowing when to challenge a shooter by coming out of the crease and when to stay deeper (situational awareness).
- **Post Play:** Effectiveness in sealing off the posts, especially in wrap-around attempts or sharp-angle shots.

3. Puck Tracking & Vision

- **Eyes on the Puck:** Ability to track the puck through traffic, maintaining focus even with screens.
- **Reaction to Changes:** Quickness in adjusting to puck deflections or redirections.
- **Anticipation:** Reading plays and anticipating the next move (e.g., knowing when to expect passes or shots).

4. Save Techniques

- **Butterfly Saves:** Execution of dropping into the butterfly position and covering low shots with pads.

- **Glove Saves:** Quickness, proper hand positioning, and catching ability with the glove hand.
- **Blocker Saves:** Positioning and control when using the blocker to deflect pucks.
- **Stick Saves:** Effectiveness in handling low shots with the stick, controlling rebounds.
- **Body Positioning:** Using the body to make saves, particularly in scrambles or through traffic.

5. Rebound Control

- **Directing Pucks to Safe Areas:** Ability to guide rebounds away from dangerous areas (corners, boards).
- **Absorbing Shots:** Using the body to absorb shots and freeze pucks, reducing second-chance opportunities.

6. Handling Screens and Traffic

- **Playing Through Screens:** Staying focused and positioned correctly even with players obstructing vision.
- **Handling Traffic:** Dealing with chaos in front of the net, maintaining composure and tracking the puck despite crowding.

7. Breakaways & Shootouts

- **Patience:** Ability to stay calm and wait out the shooter.
- **Proper Depth:** Knowing when to challenge the shooter and when to retreat.
- **One-on-One Reaction:** Quick reaction time to sudden moves or dekes.

8. Puck Handling

- **Playing the Puck:** Effectiveness and decision-making when leaving the crease to play the puck.
- **Passing Ability:** Accuracy and strength of passes to defensemen or teammates during breakouts.
- **Decision-Making:** When to freeze the puck or play it to teammates, especially under pressure.

10. Mental Toughness & Focus

- **Resilience:** Ability to bounce back after allowing a goal or making a mistake.
- **Focus Over Time:** Consistency and focus throughout a scrimmage or evaluation session.
- **Calm Under Pressure:** How well the goalie performs in high-pressure or close-game situations.

11. Game Situations

- **Odd-Man Rushes:** Handling 2-on-1, 3-on-2 rushes by managing the shooter and pass option effectively.
- **Breakout Situations:** Ability to maintain focus during quick transitions from defensive to offensive plays.

- **Scrambles:** Performance in chaotic situations where multiple shots or passes happen in quick succession.

Evaluating these skills will provide a comprehensive understanding of a goalie's ability to handle various game situations, their technical proficiency, and their mental strength.