



BMHA Player Evaluation Format

Mission:

To standardize and design player evaluations that fairly assess a player's ability to perform and execute the 5 fundamental hockey skills: Skating, Puck handling, Shooting, Passing, & Game Play.

Objective:

The objective of the player evaluations is to provide each player the opportunity to demonstrate their respective ability to perform and execute those five fundamental hockey skills. Players will be provided the opportunity to demonstrate each respective fundamental skill multiple times, ensuring to the extent possible, a fair and true evaluation of their abilities.

Plan:

The evaluations for all age cohorts will be conducted over three phases in order to fairly assess a player's ability to perform and execute those fundamental hockey skills in both drills and game situations. Those three phases will be implemented over the three evaluation sessions.

Session 1 - Phase 1: Individual skill proficiency of four fundamental hockey skills:

- Skating (Forwards, Backwards, Crossovers, turns, transitions, stops & starts)
- Shooting
- Puck handling
- Passing

Session 2 - Phase 2: Positional specific & game situational drills:

- Players will be given the opportunity to demonstrate their individual skills (skating, puck handling, passing, and shooting) while performing positional specific drills & game situational drills.
- These drills will include full ice 1 vs. 1 & 2 vs. 1.

Session 3 - Phase 3: Game Play (Scrimmages).

- All aspects of a player's overall game play will be assessed here.



The evaluations have been standardized for the following cohort's to reflect the needs and abilities of player's within those age groups:

- Novice & Atom
- Pee wee, Bantam, & Midget.

Rational:

As of 2019 Hockey Canada has mandated changes to how all Novice and Atom players will learn to play hockey. Therefore the traditional evaluation models for Novice and Atom needed to be revised in order to address those changes and conform to the new player development models.

The Pee wee, Bantam, & Midget evaluations have been standardized to reflect the needs of those cohorts and provide a fair evaluations process.

Format:

Novice & Atom Cohorts

Session 1 -Phase 1: Individual Skill Proficiency

- Players will participate in a full ice warm up.
- Players will be required to execute fundamental skating movements during this full ice warm up.
- Players will then rotate through 3 skill stations targeting the four identified fundamental hockey skills: skating, puck handling, shooting and passing.

Session 2 - Phase 2: Individual Skill Proficiency & Game Situational Drills.

- Players will rotate through skill stations as well as game and position specific drills for the session.

Phase 3 – Session 3: Games (4 vs. 4 - Novice) and 5 vs. 5 (Atom)

- *Note*: This format only applies for this season before; Minor Atom players begin playing 4 vs. 4 during their evaluations.



Peewee, Bantam & Midget Cohorts

Session 1 - Phase 1:

- Players will participate in an extended full ice warm up. Players will execute various full ice drills to demonstrate their individual skills and abilities.

Phase 2 – Session 2 (Peewee, Bantam, Midget)

- Games & Scrimmages

Phase 3 – Session 3 (Peewee, Bantam, Midget)

- Games & Scrimmages

Goalies:

Goalies will be evaluated separately. Independent evaluators, specializing in goalie evaluations will conduct the evaluations and rank the goalies accordingly.

Conclusion:

The proposed player evaluation format and templates have been designed to provide every player the opportunity to be fairly evaluated over three sessions.

At the conclusion of the three evaluation session a player will be assigned a cumulative score. That cumulative score will be used to rank the players along with a suggested level 'A', 'B' or 'C' divisions. Additional balancing games may be required as part of the evaluation process.

BMHA
Evaluation Committee
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