



'26-27 MITE HOCKEY OVERVIEW

WHAT TO EXPECT THIS SEASON:

- Age-Appropriate Development: Our Mite levels are structured to provide tailored instruction, focusing on foundational skills and progressing as players grow.
- Station-Based Practices: Expect dynamic practices utilizing small-area stations, maximizing puck touches, and individual skill development.
- A more formalized evaluation process for M3 and M4.
- Small-Area Games: A significant portion of our ice time will be dedicated to cross-ice or half-ice games, promoting constant action, decision-making, and teamwork in a fun, competitive setting.
- Emphasis on Fun: We believe that keeping hockey enjoyable is key to fostering a lifelong love for the sport. Our coaches are dedicated to creating a positive and encouraging atmosphere for all players.

CORE PHILOSOPHY FOR ALL MITE LEVELS:

- USA Hockey ADM Principles: Small-area games, station-based practices, cross-ice/half-ice play.
- Fun & Engagement: Create a positive environment where players love coming to the rink.
- Skill Development Focus: Prioritize fundamental skating, puck handling, passing, and shooting.
- Maximum Puck Touches: Design practices to keep players active and engaged with the puck.
- Decision Making: Encourage players to make decisions in game-like situations.
- Sportsmanship & Teamwork: Instill values of respect, fair play, and collaboration.
- Volunteer Coach Development: Provide resources and support for parent coaches.

IMPORTANT REMINDERS:

- Equipment check: Start gathering your player's hockey equipment. A full equipment list can be found at <https://newtohockey.com>. (reminder - neck guards are mandatory!)
- Team rosters and ice schedule will be in Crossbar - make sure you have the app!
- All Mites will participate in our Holiday Festival and our end of season Mite Jamboree. Mite levels 2-4 will also participate in outside jamborees.

Questions may be directed to mites@oronohockey.org



MITE HOCKEY EVALUATIONS

OYHA MITE EVALUATION OVERVIEW

Over the past year, OYHA has listened to feedback from families and taken meaningful steps to improve our player evaluation process. In partnership with the Booster Board and Coaches Board, we've developed a more objective, consistent, and transparent approach – designed to remove conflicts of interest and ensure fair placement for all players.

This summary outlines the key elements of the process. A full, detailed version is available on our website and was reviewed and approved by the OYHA Booster Board.

GOALS OF THE EVALUATION PROCESS

- Ensure fair and objective evaluations
- Remove real or perceived conflicts of interest
- Use standardized, timed drills to assess player development
- Place players at the level where they can grow, compete, and enjoy hockey

WHO GETS EVALUATED?

- **New to Hockey:** No evaluation needed – players are placed automatically.
- **Mite 1 / 2 (Pre K-1st grade):** Players attend a non-timed practice for evaluation. Parents can request to opt into timed evaluations for potential higher placement.
- **Mite 3 / Mite 4 (2nd-3rd grade):** All players participate in timed, drill-based evaluations. No subjective scrimmages are used.

HOW TIME TRIALS WORK

Players perform 4 drills (based on USA Hockey's HEP program). Each drill is timed by independent evaluators using stopwatches. Players complete each drill multiple times, and their best scores are used. Final team placement is based on a skater's total time across all drills.

ADDITIONAL NOTES

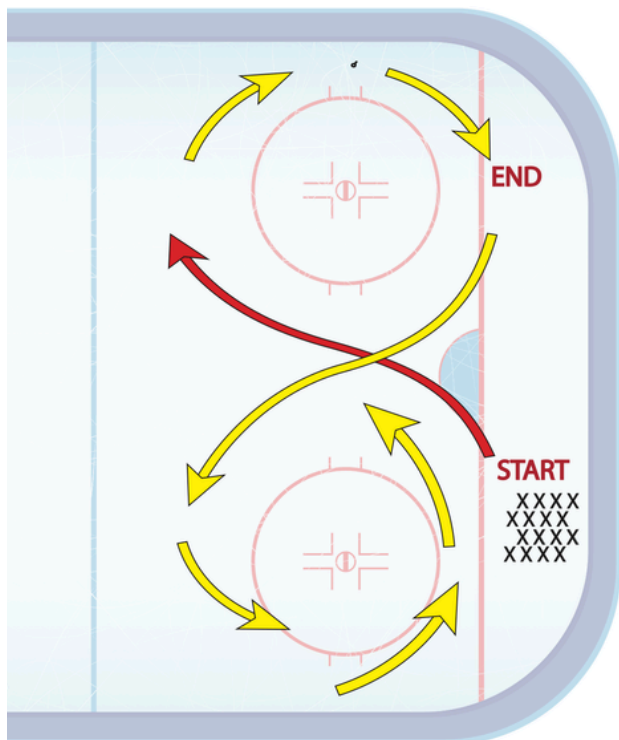
- Drill info and schedules are posted in advance.
- Team sizes and structure will be communicated prior to the first scheduled practice.

Questions may be directed to mites@oronohockey.org



2026-27 EVALUATION DRILLS

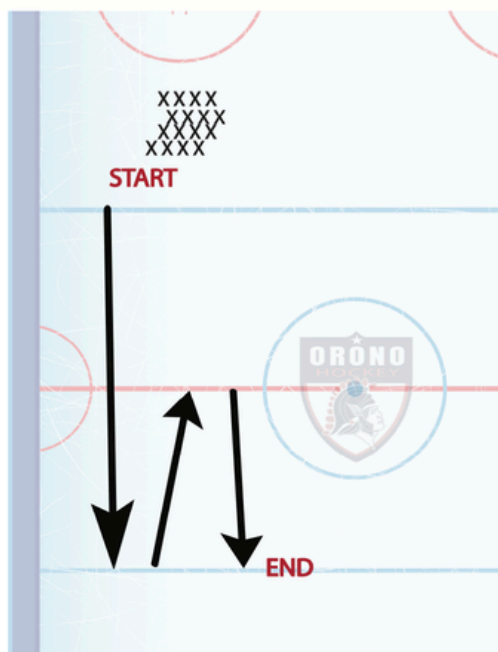
DRILL #1 - FORWARD FIGURE 8 W/ CROSSOVERS (TIMED)



Skater starts in bottom of lower circle, skates toward far circle, back around starting circle, crossovers, no pucks, timed.

- Evaluators will demonstrate.
- Each station will have two evaluators resulting in two stopwatch times . The average of these two times will be the skaters time for that skating attempt.
- Skaters will attempt each station four times. Two times to the right and two times to the left.
- The fastest time for each direction will be counted towards the final rank .
- 2 scores per station. 8 total timed scores per skater.

DRILL #2 - BLUE LINE, RED LINE, BLUE LINE (TIMED)



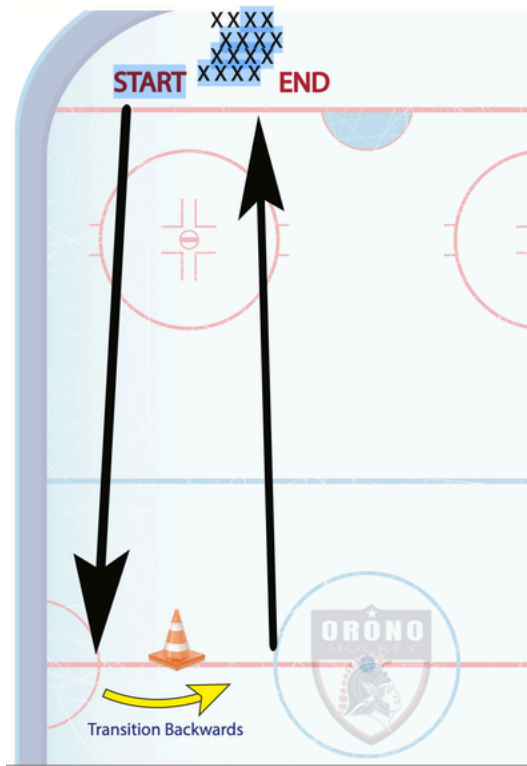
Skater starts at blue line, skates to far blue line, stop, go back to red line, stop, back to blue line. No pucks, timed.

- Evaluators will demonstrate.
- Each station will have two evaluators resulting in four stopwatch times . The average of these two times will be the skaters time for that skating attempt.
- Skaters will attempt this station two times. The fastest time for each direction will be counted towards the final rank.
- 2 scores per station. 8 total timed scores per skater.



2026-27 EVALUATION DRILLS

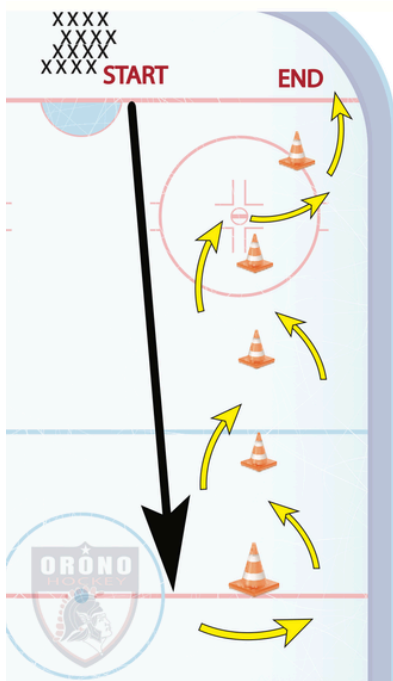
DRILL #3 FORWARD, BACKWARD



Skater skates forward to red, transition around tire, backwards in and back to goal line. No pucks, timed.

- Evaluators will demonstrate.
- Each station will have two evaluators resulting in four stopwatch times . The average of these two times will be the skaters time for that skating attempt.
- Skaters will attempt this station two times. The fastest time for each direction will be counted towards the final rank.
- 2 scores per station. 8 total timed scores per skater.

DRILL #4 SLALOM WITH PUCK, POWER TURN (TIMED)



Skater skates forward to red, powerturn around top cone, crossover back down, slalom around cones back to goal line. With pucks, timed.

- Evaluators will demonstrate.
- Each station will have two evaluators resulting in four stopwatch times . The average of these two times will be the skaters time for that skating attempt.
- Skaters will attempt this station two times. The fastest time for each direction will be counted towards the final rank.
- 2 scores per station. 8 total timed scores per skater