

BBLYHA Evaluations and Team Selection Manual

Article I. Evaluations Scheduling

When feasible, evaluations will be scheduled prior to registration.

If there is ice time available, goalie evaluations will be held separately from all regular skater skill and game play evaluations. This is to provide goalie candidates the opportunity to try out for both a goalie and skater positions.

Article II. Evaluations Format

For Mites and above, evaluations are based on the level of play and the corresponding percentages of skill and game play criteria. These criteria will be utilized to compile an overall evaluation rating for each skater (see Table 1).

Table 1

Level	Skills	Game Play
Mites (A/B/C)	50%	50%
Squirts	0%	100%
PeeWee	0%	100%
Bantam	0%	100%

The **Skills** portion of evaluations will consist of a pre-designed set of drills and evaluated using a hybrid HEP setup. At the squirt level and above a minimum of one drill will involve puck handling, and a minimum of one drill will involve skating with transitions between forward and backward skating.

The **Game play** portion of evaluations will consist of a controlled scrimmage where the evaluators will have input into who is on the ice at any given time. The first round of the scrimmage will be controlled, such that the top 10 skaters from skills will be on the ice against each other, then the next 10, and so on. This continues on for the first period. The evaluators will rank each sub-group of 10 within that group, and after the first period, will mix various players together until consensus is made for a final ranking of players. It is likely that, at any point during game play evaluations, a set of players might not participate. This does NOT necessarily mean that they are done being evaluated.

At the end of evaluations, the final rankings will be applied to each skater, and the appropriate weighting for each level applied. This will determine the final evaluation results.

Article III. Evaluator Selection

The Hockey Directors, with input from the Coaching Committee, are primarily responsible for running, tabulating, and leading evaluations and team selection activities, including the selection of evaluators. Evaluators may be internal or external to the association. In all cases, the evaluators of the Game play portion CANNOT be an immediate family member of a player being evaluated.

The same evaluators should be selected and used for both skills and game play portions of evaluations at each level. There may be different evaluators used at different levels, however

they should participate in both skills and game play portions.

For Game play evaluations, it is best to select internal or external evaluators with experience with both playing and/or coaching hockey for several years. Ideally there will be three evaluators for each game play session, with a maximum of five. If three are not available, a minimum of two are required.

At least one Coaching Committee member must be present during the evaluations to ensure that the evaluation process is properly followed. If a member of the Coaching Committee's family is being evaluated, that Coaching Committee member should have no direct contact with the evaluators and should instead defer to other Coaching Committee members. In the event that all members of the Coaching Committee have family members on the ice during the evaluation another member of the Board who does not have a family member in evaluation shall perform any oversight functions.

Coaches will be required to sign up for time slots to help with evaluations. All coaches helping must not be on the ice when a direct family member is being evaluated.

Article IV. Team Selections

Mites

1. Mite A/B/C teams are 100% based on overall ranking. There are no "coach's picks" at the Mite level. The Coaching Committee may, at its sole discretion, move a player up to a higher team based on extenuating circumstances as an "add" to that team (players making the higher team shall not be bumped down) based on planned team sizes.
2. Mite D teams are 100% based on age and playing experience. Both will be balanced as closely as possible across all Mite D teams.

Skaters (Squirts and above)

1. The Coaching Committee will determine the team size range for each level based on the number of players available before the start of evaluations.
2. The first group of players assigned to the top team will be the top players with combined skills and game play rankings. At the end of this group assignment, there must be a minimum of 3 "coach pick" spaces available, unless the final two players for the top group have the same ranking. The number of "coach pick" spaces will be determined as 25% of total roster size, rounded up. (E.g. If the roster size is 12 skaters, the Coaching Committee will assign the first 9 skaters, leaving room for 3 coach picks. If the roster size is 13 skaters, the Coaching Committee will assign the first 9 skaters, leaving room for 4 coach picks.)
3. Team pools will then be assigned to allow the coach up to an additional one week to make final team selections. The team pool will consist of all players that have been assigned to that team by the above process, as well all other players the head coach would like to see skate with the selected group. The head coach will decide how the final players will be selected and may opt for scrimmage and practice time as required for this evaluation within the abilities of the Association to provide such time. It is encouraged, but not required, for the head coaches of the upper and lower team for the bubble players to discuss all final selections and come to an agreement on where they believe the proper placement is for each player under consideration. The head coach is not required to make public the criteria used in the final selections.
4. The final group of players assigned to the top team are coach picks. If a head coach has been identified through the first rounds of team selection, he/she will make all of the coach selections. If a head coach has not yet been selected, but one of the "bubble players" within three spots of the higher team is associated with a head coach candidate, that player can be

selected by the Coaching Committee, the head coach assigned, and the head coach makes the remaining coach picks. Player ranking does not impact the selection of the head coach.

5. At the end of the final top team selections, the remaining players will be placed on the next team based on their rankings. The process above will be repeated until all teams are filled.
6. In the event that there are enough players for more than two teams (or if two teams will be rostered at the same level for whatever reason – if BBL has two B teams and one C team), the teams that are rostered at the same level will be assigned using a “snake” draft, and “coach picks” will also occur according to a “snake” draft set-up (the head coach of the team that received the #2 overall player gets the first coach pick, then the head coach of the other team gets picks #2 and #3, and so on) B1 and B2 are not considered the same level for the purpose of this team assignment.
7. If at any time a member of the Coaching Committee’s immediate family is a bubble player, that member will not be involved in the selection of bubble players. The only exception to this is if a bubble player’s parent is assigned to the head coach position of the team by the other members of the Coaching Committee as outlined above.

Goalies (Squirts and above)

1. After the completion of evaluations, the top-rated goalie will be placed on the top team.
2. If there are enough goalies for more than one goalie per team, the association has some options:
 - a. If there are enough to assign two goalies to every team, the top goalie will be assigned to the top team, and the head coach of the top team will have the choice of the next two best goalies. The second and third goalies will be assigned to the team bubble pool and the selection process will follow the same procedure as the skaters. The goalie not selected for the top team in this case then is assigned to the second team, and so on.
 - b. If there are enough to assign two goalies to at least one team but not all teams, the top goalie will be assigned to the top team, and the head coach of the top team will have the option of taking a second goalie using the pool process. If the head coach opts to only take one goalie, the #2 goalie is assigned to the second team, and this process continues until all goalies are assigned.
 - c. If there are more than enough goalies to assign two per team, those goalies not selected to a team through the process listed above will have the option of being placed on a team as a skater or requesting a waiver to another association to play as a goalie. If they opt to stay with BBL, there is no guarantee of playing time at the goalie position.
 - d. Any player wishing to try out as both a goalie and a skater must make that level or above to be allowed to play both positions on a team. If the player finishes at a higher level as one or the other, they may choose to play on the higher level team but will not be allowed to play the other position. This rule only applies for team assignments and does not preclude a coach from playing a goalie as a skater in limited circumstances.
 - e. Any BBL player that participates in the goalie evaluations will remain in the “goalie pool” and will be first placed according to their goalie position. If the player has earned a spot on a higher team as a skater, this player may then vacate their goalie assignment and opt up to the higher team as a skater.
 - f. If there is more than one goalie assigned to a team the coach will make a reasonable

effort to have game time equal for each goalie. However, during playoffs and tournaments, the coach has the authority to play one goalie more than another. Additionally, the coach has the authority to have both goalies dress as goalies during any particular event to have a backup option available.

Coaches (all levels)

1. Whenever possible, at least four coaches will be assigned to each team's roster to ensure teams will always have a coaching representative available for every activity.
2. Head coaches may be assigned to teams whenever they have a player assigned to a team, unless that player is a "bubble pool" skater or goalie. When there are multiple head coach candidates, the Coaching Committee may take into account one or more of the following (in no particular order of significance):
 - a. Current USA Hockey Coaching certification level and year obtained
 - b. # Years coaching for BBLHYHA
 - c. Previous BBLHYHA coaching evaluation feedback
 - d. All paperwork and registration activities are complete at the time of team assignments
 - e. # Years coaching hockey
 - f. # Years coaching across all youth sports
 - g. General hockey experience and/or knowledge

Article V. Evaluations Facility

Parents will not be allowed to observe the evaluation process. Parents will be allowed access only to help the player get ready, and then will be asked to leave the arena. If there is an opportunity, parents will be allowed to stay in a designated area outside of the arena where the evaluations are taking place (warming area, another arena inside the facility, etc.). Failure to leave the arena (not including the designated area) during evaluations after being asked may result in the removal of the player from evaluations, and they will be assigned to the lowest team at their level.