



Shakopee Youth Hockey Association Tryout and Evaluation Policies (Updated 9-7-2023)

(Bantams/Peewee/Squirts/U10/12/13 Tryouts) General

2023-24 Team Rostering Dates

Bantam, Peewee, 12U – Thursday, October 19

Squirt, 10U, 15U – Thursday, November 9

Junior Gold, 19U – Monday, November 27

Mites – Thursday, November 30

Tryout Information

- All tryout sessions are closed to parents and the general public.
- Tryouts are 3-5 days total for each level, and SYHA uses outside evaluators and level coordinators.
- Goalies will attend and be graded at both Scrimmages and Goalie-specific tryouts.
- **IMPORTANT!** Players must have registered for the upcoming season, turned in their volunteer/DIBS check, and paid any past due balances before tryouts or he/she will not be allowed on the ice.
- Players will not be allowed to tryout if they do not meet the following requirements: - Neck guards and mouth guards are required. Any player missing them will be asked to leave the ice and get them from his/her bag. Mouth guards must be colored and have a strap attached to the helmet.
 - Please remove all non-Shakopee Sabers stickers from all gear (name tags, Summer Hockey, AAA, invite teams, etc). Saber Travel Hockey logo is approved.
 - Players should wear a solid practice jersey to tryouts if possible. If you're able, please bring a solid black and a solid white jersey. A logo on the front and numbers on the back are okay as they will be covered by the tryout pinnie. No jerseys with names on the back or multicolored team jerseys will be allowed, so please plan accordingly.
 - If you are not a first-year travel player please bring your practice jersey from last year. - Black Helmet - Helmets must be black but can have Saber color accents (red, white, or gray). Goalie helmets may be any color.
 - Black Breezers - No stripes or accents (solid black). If you need to purchase a black breezer pant shell, please check hockey retail stores.
 - Black Gloves - Gloves must be black but can have Saber color accents (red, white, or gray). i.e. No all-red gloves.

Tryout Process (Skater)

- Players will receive a numbered pinnie when they check in at the first tryout session and will keep that pinnie for all sessions (pinnies must be returned after tryouts).
- Tryout scores are based on 100% Game Play total score and players at all travel levels (Bantams, Peewee/12U, Squirts) will be evaluated on the following criteria:
 - Team play/hockey sense (vision, reads and reacts to play, puck movement, playmaking, positioning, puck support, active away from puck)
 - Work ethic (willing to battle, forecheck, backcheck, goes to the net, competes every shift)
 - Defensive play (positioning, body contact/checking (bantams), slot coverage, clears crease, ties up sticks, stick on the ice, anticipation, strong on the walls and in corners) - Physical play (body contact/checking (bantams), play on the boards, in corners and front of net, proper angling and taking away opposition's space)
 - Discipline (decision making, avoids bad penalties)
 - Skating (forwards/backwards, acceleration/speed - ability to pull away or catch players, agility, turning, crossovers, pivots, transitions, stop/starts, strong on skates)
 - Passing (giving/receiving, forehand/backhand)
 - Stickhandling (handling the puck at top speed, control in tight areas, puck protection)
 - Shooting (accuracy, strength, release, scoring touch, ability to finish)
 - Communication (vocal with teammates)
- Players may receive a decreased score for inappropriate conduct, including, but not limited to:
 - Use of foul language on or off the ice
 - Intent to injure another player (illegal check)
 - Penalties
- During internal scrimmages, players will play 5 v 5 with the last 10 minutes of each scrimmage being 3 v 3. All skaters will be expected to play both forward and defense, and bench coaches will move players around to play different positions and with other skaters.
- Each shift will be 1 minute and players will change on the buzzer. Clock operator has some discretion to not buzz the horn immediately at 1 minute if there is a goal scoring opportunity in progress.

Tryout Format (Skater)

Boys:

Alpha Split Day 1: Scrimmage (Scoring 1-9)

HDC selected groups (even skill) Day 2: Scrimmage (Scoring 1-9)

Tryout score-based groups/teams Day 3: Scrimmage Top Group scoring (4-9), Lower Group (1-5)

Tryout score-based groups/teams Day 4: Scrimmage Top Group scoring (4-9), Lower Group (1-5)

Tryout score-based groups/teams Day 5: Internal or External Scrimmage (attempt to have at Bantam and Peewee)

Girls:

HDC selected teams (even skill) Day 1: Scrimmage (Scoring 1-9)

Tryout score-based teams Day 2: Scrimmage (Scoring 1-9)

Tryout score-based teams Day 3: Scrimmage (Scoring 1-9)

Tryout score-based teams Day 4: Scrimmage (Scoring 1-9)

Tryout score-based teams Day 5: Internal or External Scrimmage

Tryout Process/Format (Goalies)

- Goalie tryouts will consist of 1 skills session and 3-5 scrimmages (with the skaters). Goalie evaluations will be done by Devenir and will have 2 evaluators at each session.
- All goalie scrimmage groups will depend on tryout scores throughout the process.
- Skater Goalies – Goalies may skate out at the C level (boys) B level (girls). This has to be declared before tryouts (in registration).

Goalie Skills Session:

Skating - 6 categories (10 pts each):

- Has athletic stance
- Holds ready position in movement
- Overall skating
- T-pushes and shuffles
- Butterfly, butterfly slide, back side push
- Recovers with consistency and accuracy

Drills - 3 drills, 6 categories each drill, 18 total categories (10 pts each in no particular order):

- Has athletic stance
- Puck acceptance
- Glove/blocker control
- Tracks puck well
- Remains patient for shot
- Supports save with body
- Maintains balance throughout the save
- Post position
- Post stance
- Hinge
- Looks before pushing
- Builds strong angles before depth
- Sets feet before shot is taken and has reasonable depth
- Recovers quickly to rebound
- Recovers with balance
- Recovers with consistency and accuracy
- Stick control
- Control of butterfly
- Control of butterfly slide
- Control of back side push
- Hands loose and out front
- Use of VH/RVH (post play)
- Ability to recover from VH/RVH
- Covers rebounds quickly when present

Goalie Scrimmage Evaluations:

Peewee/12U total = 190 points from 19 categories per scrimmage

Bantam total = 250 points from 25 categories per scrimmage

Squirt/10U:

1. Has athletic stance
2. Holds ready position in movement
3. Movement up: T-pushes, shuffles
4. Movement down: butterfly, butterfly slide, and backside push
5. Ability to recover from knees in rebound situations
6. Stays square to the shooter at all times
7. Tracks puck well
8. Ability to BF with appropriate timing
9. Builds strong angles before depth
10. Post positioning: stick & skates

11. Alert at all times
12. Never gives up / battles for pucks
13. Controls temper / positive mental attitude

Peewee/12/13U ~ All of the above categories plus:

1. Recovers with balance, consistency, and accuracy
2. Establishes a strong and early position for shot
3. Remains patient on shots from a distance
4. Ability to retain pucks shot into core coverage
5. Ability to maintain balance through a transition and save
6. Uses good decisions with VH and RVH in bad angles

Bantam ~ All of the above categories plus:

1. Displays strong positional range
2. Supports saves with body
3. Quick and efficient transitions into/out of VH and RVH
4. Ability to locate potential shooters
5. Reaction to change of direction
6. Confidence in handling the puck

	SQ/PW/12U (4-5 Scrimmages)		BT (4-5 Scrimmages)	
Skills Session Points	240	20%	240	16%
Scrimmage 1 Points	190	16%	250	16%
Scrimmage 2 Points	190	16%	250	17%
Scrimmage 3 Points	190	16%	250	17%
Scrimmage 4 Points	190	16%	250	17%
Scrimmage 5 Points	190	16%	250	17%
Total Points	1190	100%	1490	100%
Total Skills Weighting	20%		16%	
Total Scrimmage Weighting	80%		84%	

Team Selection/Placement

- Players are placed based on average cumulative scores.
- In the event that there are multiple teams at any level (ex: 2 Squirt C teams), tryout scores will be used in an attempt to create two equal teams.
- Non-parent coaches are allowed to make player selections for the level they coach with evaluator input.

Non-parent coaches player selections:

- Top 9 players are locked
- Non Parent (NP) coaches can select players ranked from 10 -20
- For top 2 teams, NP coaches get bubble picks

- Non-Parent coaches have to be at all tryout sessions in order to get picks -
- Bantam AA/A - HS coaches are in the conversation to choose the bubble players
- NP coaches get at least 3 picks if team sizes are smaller
- ** All other teams are selected based on tryout rankings.

Tryout Conflicts

If a player is unable to attend one of the scheduled tryout sessions, the family must notify the Board President and Boys or Girls Coordinator prior to the start of tryouts.

- Player unable to tryout due to injuries/illness with doctor's note:
 - Injuries and illness must be communicated as early as possible to the Board President and Boys or Girls Coordinator prior to the start of tryouts (if known)
 - HDC to determine what team is the best fit for the player.
- Player missing one of the sessions:
 - Players are placed based on average cumulative scores. If a player misses a session, he/she will not receive a score for that session.
- Player missing two or more sessions or registers for hockey after tryouts:
 - HDC to determine what team is the best fit for the player.
- Opt Down:
 - Parents can request to opt down their son/daughter to play on a lower level team. This request needs to happen before the end of tryouts.

Tryout Communication

- Within 48 hours after the completion of tryout, an email will be sent to notify families that the team rosters have been posted on the SYHA website. Team rosters will not be posted during regular school hours.
- Please observe the NO CONTACT RULE for 24 hours once teams are posted to Board Members and HDC.
- Once team selections are finalized, families will be contacted by coaches regarding the first date of practice, team meeting, etc.
- Please download the teams SportsEngine calendar immediately, as a practice, scrimmage, etc may be the next day.
- Questions/Concerns: Any questions about the tryout process must be directed to the Board President.

(10U Evaluations)

Philosophy

SYHA is committed to developing the best athletes we can and will be moving the 10U into a model that allows the athletes to transition into a higher level of hockey by reducing the pressures of typical tryouts. The process that is described below will focus on skill development and introduce gameplay concepts that over time allow players to develop. This process allows players a chance to practice and play together and build a culture and team mentality as a group. This model is being adopted across the state of Minnesota and accepted by USA and Minnesota Hockey.

General Evaluation Information

- Evaluation Practice will start in September and conclude before Evaluation Tryouts.
 - Evaluation Tryouts will start on 10/6/2021 and will be complete 10/10/2021. •
- Evaluations Tryouts are not optional.

- Players will be split into groups and will participate in a variety of practice and scrimmages over the Evaluation Practice period.
- Groups may be adjusted during the course of the evaluations as evaluators deem necessary.
- Goalies will attend and be graded at both Scrimmages and Goalie-specific tryouts.
- **IMPORTANT!** Players must have registered for the upcoming season, turned in their volunteer/DIBS check, and paid any past due balances before tryouts or he/she will not be allowed on the ice.
- Players will not be allowed to tryout if they do not meet the following requirements: - Neck guards and mouth guards are required. Any player missing them will be asked to leave the ice and get them from his/her bag. Mouth guards must be colored and have a strap attached to the helmet.
 - Please remove all non-Shakopee Sabers stickers from all gear (name tags, Summer Hockey, AAA, invite teams, etc). Saber Travel Hockey logo is approved.
 - Players should wear a solid practice jersey to tryouts if possible. If you're able, please bring a solid black and a solid white jersey. A logo on the front and numbers on the back are okay as they will be covered by the tryout pinnie. No jerseys with names on the back or multicolored team jerseys will be allowed, so please plan accordingly.
 - If you are not a first-year travel player please bring your practice jersey from last year. - Black Helmet - Helmets must be black but can have Saber color accents (red, white, or gray). Goalie helmets may be any color.
 - Black Breezers - No stripes or accents (solid black). If you need to purchase a black breezer pant shell, please check hockey retail stores.
 - Black Gloves - Gloves must be black but can have Saber color accents (red, white, or gray). i.e. No all red gloves.

Evaluation Process (Skater)

- Players will participate in a variety of practices and games and the evaluation process is ongoing throughout the duration of the evaluation period.
- Players will be evaluated by the HDC, Outside Evaluators, Level Coordinators, and On-Ice Coaching staff during the duration of the evaluation period.
- Evaluations will be grading players based on display of individual skill, Game Play and personal conduct.
- Players will be evaluated on the following criteria:
 - Team play/hockey sense (vision, reads and reacts to play, puck movement, playmaking, positioning, puck support, active away from puck)
 - Work ethic (willing to battle, forecheck, backcheck, goes to the net, competes every shift)
 - Defensive play (positioning, body contact/checking (bantams), slot coverage, clears crease, ties up sticks, stick on the ice, anticipation, strong on the walls and in corners) - Physical play (body contact/checking (bantams), play on the boards, in corners and front of net, proper angling and taking away opposition's space)
 - Discipline (decision making, avoids bad penalties)
 - Skating (forwards/backwards, acceleration/speed - ability to pull away or catch players, agility, turning, crossovers, pivots, transitions, stop/starts, strong on skates)
 - Passing (giving/receiving, forehand/backhand)
 - Stickhandling (handling the puck at top speed, control in tight areas, puck protection)
 - Shooting (accuracy, strength, release, scoring touch, ability to finish)
 - Communication (vocal with teammates)

- Players may receive a decreased score for inappropriate conduct, including, but not limited to:
 - Use of foul language on or off the ice
 - Intent to injure another player (illegal check)
 - Penalties
- During internal scrimmages, players will play 5 v 5 with the last 10 minutes of each scrimmage being 3 v 3. All skaters will be expected to play both forward and defense, and bench coaches will move players around to play different positions and with other skaters.
- Each shift will be 1 minute and players will change on the buzzer. Clock operator has some discretion to not buzz the horn immediately at 1 minute if there is a goal scoring opportunity in progress.

Evaluation Process/Format (Goalies)

- Goalies will participate in a variety of practices and games.
- Goalies must attend the dedicated goalie tryouts to receive a skill based score evaluation. ● will be evaluated by the HDC, Outside Evaluators, Level Coordinators, and On-Ice Coaching staff during the duration of the evaluation period.
- Goalie tryouts will consist of 1 skills session and evaluation scrimmages (with the skaters). Goalie evaluations will be done by Premier Goaltending, HDC, Level Coordinators, and On-Ice coaching staff.
- Skater Goalies – Goalies may skate out at the C level (boys) B level (girls). This has to be declared before tryouts (in registration).

Goalie Skills Session:

Skating - 6 categories (10 pts each):

- Has athletic stance
- Holds ready position in movement
- Overall skating
- T-pushes and shuffles
- Butterfly, butterfly slide, back side push
- Recovers with consistency and accuracy

Drills - 3 drills, 6 categories each drill, 18 total categories (10 pts each in no particular order):

- Has athletic stance
- Puck acceptance
- Glove/blocker control
- Tracks puck well
- Remains patient for shot
- Supports save with body
- Maintains balance throughout the save
- Post position
- Post stance
- Hinge
- Looks before pushing
- Builds strong angles before depth
- Sets feet before shot is taken and has reasonable depth
- Recovers quickly to rebound
- Recovers with balance
- Recovers with consistency and accuracy
- Stick control
- Control of butterfly
- Control of butterfly slide
- Control of back side push
- Hands loose and out front
- Use of VH/RVH (post play)

- Ability to recover from VH/RVH
- Covers rebounds quickly when present

Goalie Scrimmage Evaluations:

Squirt/10U:

1. Has athletic stance
2. Holds ready position in movement
3. Movement up: T-pushes, shuffles
4. Movement down: butterfly, butterfly slide, and backside push
5. Ability to recover from knees in rebound situations
6. Stays square to the shooter at all times
7. Tracks puck well
8. Ability to BF with appropriate timing
9. Builds strong angles before depth
10. Post positioning: stick & skates
11. Alert at all times
12. Never gives up / battles for pucks
13. Controls temper / positive mental attitude

Team Selection/Placement

- Rosters and teams will be established on or before Thursday, November 9, 2023.
- Players are placed based on evaluation rankings established over the course of the evaluation period.
- In the event that there are multiple teams at any level (ex: 2 Squirt C teams), tryout scores will be used in an attempt to create two equal teams.
- Non-parent coaches are allowed to make player selections for the level they coach with evaluator input.

Non-parent coaches player selections:

- Top 9 players are locked
- Non Parent (NP) coaches can select players ranked from 10 -20
- For top 2 teams, NP coaches get bubble picks
- NP coaches have to be at all tryout sessions in order to get picks
- NP coaches get at least 3 picks if team sizes are smaller
- ** All other teams are selected based on tryout rankings.

Evaluation Conflicts

SYHA Attendance policy is in effect from the start of the evaluation period. In the event of a player absence, that player may have to sit out periods/games based on the SYHA attendance policy once outside associations scrimmages and district game play begins.

If a player is unable to attend one of the scheduled evaluation sessions, the family must notify the Board President and Boys or Girls Coordinator prior to the start of evaluations. • Player unable to tryout due to injuries/illness with doctor's note:

- Injuries and illness must be communicated as early as possible to the Board President and Boys or Girls Coordinator prior to the start of tryouts (if known)

- HDC to determine what team is the best fit for the player.
- Player missing one of the sessions:
 - Players are placed based on cumulative scores. If a player misses a session, he/she will not receive a score for that session.
- Player missing two or more sessions or registers for hockey after tryouts:
 - HDC to determine what team is the best fit for the player.
- Opt Down:
 - Parents can request to opt down their son/daughter to play on a lower level team. This request needs to happen before the end of tryouts.

Evaluation Communication

- Rosters and teams will be established on or before the following dates:

2023-24 Team Rostering Dates

Bantam, Pee wee, 12U – Thursday, October 19

Squirt, 10U, 15U – Thursday, November 9

Junior Gold, 19U – Monday, November 27

Mites – Thursday, November 30

- An email will be sent to notify families that the team rosters have been posted on the SYHA website. Team rosters will not be posted during regular school hours.
- Please observe the NO CONTACT RULE for 24 hours once teams are posted to Board Members, HDC, and Level Coordinators.
- Once team rosters are finalized, families will be contacted by coaches regarding the first date of practice, team meeting, etc.
- Please download the teams SportsEngine calendar immediately, as a practice, scrimmage, etc may be the next day.
- Questions/Concerns: Any questions about the evaluation process must be directed to the Board President/Vice-President.