



TRAVEL LEVEL TRYOUTS

2026/2027 Season



AGENDA

- 2026 Tryout Committee
- Important Information
- Tryout Process

Overview

- Scoring Components
- Team Formation

Process



2026 TRYOUT COMMITTEE

- Kyle Loch, EHA Hockey Operations*
 - Heath Pecor, EHA Board President
 - Jon Kerr, EHA Coach in Chief/Player Development Coordinator*
 - Andrew Uzpen, EHA Squirt Coordinator
 - Kelly Stokes, EHA Member*
 - Niki Geisler, EHA Member*
 - Justin Brott, EHA Member*
 - Sandra Safo, EHA Member*
 - Ryan Thomas, EHA Member*
- * past committee members



TRYOUT COMMITTEE OBJECTIVES

Conduct a tryout and evaluation process:

- Built upon experienced, independent evaluators in all phases of the process
- Based on meaningful, objective criteria
- Efficient and respectful consideration of all players

Complete an annual review of previous year results and feedback, recommend and implement continuous improvements to the process

Committee Formation:

- At least 5 members
- Approved by the board and not eligible for EHA head-coach positions
- Hockey Operations chairs the committee, and the previous year chair is invited
- Goal of 2 or more members of the EHA Board of Directors and 2 or more members at large



IMPORTANT INFORMATION

All information, schedules and session groups will be posted on <https://www.eaganhockey.com/player-resources/tryout-info/104884>

Always be sure to check the website the morning of your skate as schedules are apt to change. Your Level Coordinator will send out an e-mail when the next session's groups have been posted.

Tryouts are closed to the public. Only members of the Tryout Committee, approved head coach candidates, evaluators and volunteers helping with the tryout process are allowed into the rinks during tryouts.

Volunteers will be available to assist tryout participants with tying skates at the Squirt level.



REMINDER

The Eagan Hockey Association is a volunteer run non-profit.

Your board is comprised entirely of volunteers who also have players participating in the tryout process.

If a player is in the need of a practice jersey, these will be available at check-in.



TRYOUT ATTIRE

- EHA traveling team players are urged to have royal blue helmets, gloves, and breezers or shells (now provided by EHA) for tryouts.
- All non-EHA stickers need to be removed from helmets (no stickers from Spring/Summer/Fall leagues or AAA teams)
- Matching EHA colored socks
- EHA supplied practice jerseys (both colors) need to be brought to every tryout session.
- Each player will be given a reversible numbered pinnie at the first tryout session. They will keep this for the ENTIRE tryout process



TRYOUT SCORING PLATFORM: TEAM GENIUS

TeamGenius, an online platform to record and compile evaluation scores, will be used again this season.

Evaluators will not see player names at anytime during the evaluation process.

PLAYER SCORES

AGGREGATE SCORES

RANKINGS AND TEAM PLACES

Search...

Player Pool	#	Eval Group	End of Season Feedback		Tryouts
			End of Season Evaluation	Metrics	
2010 Boys	4	Red Group	85.83	38.26	78.5
2010 Boys	9	Blue Team	73.33	87.50	71.0
2010 Boys	8	Blue Team	75.00	40.65	68.0
2010 Boys	7	Blue Team	69.17	73.56	68.0
2010 Boys	6	Red Group	70.83	23.35	73.0
2010 Boys	5	Red Group	65.00	87.80	68.75
2010 Boys	1	Red Group	71.67	40.85	67.50
2010 Boys	2	Red Group	59.17	39.76	62.50
2010 Boys	3	Red Group	67.50	20.65	56.25

3 - Wyatt Hawes
Defender

Technical Ability

4.0

0 5

Great ball skills, good field vision. Needs to work on non-dominant foot.

Tactical Ability

2.7

0 5



TRYOUT PROCESS COMPONENTS

Process Step	Squirt	PeeWee	Bantam
Pre Tryout Sessions <i>No Score Impact</i>	2 sessions to practice Skill Drills	2 sessions to practice Skill Drills	2 sessions to practice Skill Drills
Skills Session	Individual skater and goalie drills Skaters: 1 Session Goalies: 1 Session	Individual skater and goalie drills Skaters: 1 Session Goalies: 2 Session	Individual skater and goalie drills Skaters: 1 Session Goalies: 2 Session
Scrimmages (3v3 or 4v4 and 5v5)	3 sessions One 3v3 half ice One 4v4 3/4 ice One 5v5 full ice	3 sessions One 3v3 half ice Two 5v5 full ice	3 sessions One 3v3 half ice Two 5v5 full ice
Coach Practice <i>No Score Impact</i>	n/a	Coach lead drills or scrimmage or scrimmage with outside association	Coach lead drills or scrimmage or scrimmage with outside association

Goalie Notes:

- Goalies may be required for multiple time slots for each skater scrimmage session to ensure goalie availability.
- For PeeWee/Bantam Goalies: 2nd Skills Session will be held with the Skater Skills Session



PRE-TRYOUT SESSIONS

Format: Open for observation

Objective: Opportunity for skaters & goalies to practice drill they will be evaluated on during tryouts

Process: Groups are formed alphabetically



SKILLS SESSIONS

Format: Closed for observation

Objective: Individual drills for skaters to demonstrate skating, puck handling and shooting abilities

Individual drills for goalies to demonstrate capabilities

Process: Each participant will complete each drill twice; each repetition will be scored by independent evaluators.

are Scores are entered in TeamGenius scoring platform. No names are available or visible to committee members.

*PW & Bantam will also utilize 3v3 during Day 1 skills session.



SCRIMMAGE SESSIONS

Format: Closed for observation

Objective: Evaluate skates and goalies in game-based scenarios

Process: Balanced teams are established by cumulative scores in tryout steps completed prior to each scrimmage

Each participant will rotate through all positions to ensure randomized lines and equal opportunities for all participants at each position.

An independent referee runs all scrimmages with approximately 45-60 second shifts. Skaters are allowed to finish plays whenever possible. Each shift is started in a fair way for all skaters (i.e. puck drop)



SCRIMMAGE SESSIONS (CONTINUED)

Each participant will receive 2 scores from each independent evaluator for each scrimmage (each skater will receive 10 scores, 2 from each of 5 skater evaluators).

Evaluators only have jersey numbers available.

Head coach candidates, selected by the coach selection committee, observing play are given a team roster to take notes. They are not permitted to sit near or have discussions with evaluators. Their notes are secured and cannot leave the arena.

Scores are entered into TeamGenius platform by committee members. No names are visible to committee members.



FINAL 5v5 SCRIMMAGE (PW/BANTAM)

Prior to the final scored scrimmage (5v5) for the PeeWees and Bantams, the Tryout Committee will utilize the Independent Evaluator's scores to remove top ranked players from the second 5v5 scored scrimmage for the evaluators to better differentiate comparable players.

These players will be notified and asked not to participate in the Day 4 scrimmage.

Only 2nd year players are eligible for this provision.

Maximum number of removed players is 3 less than the number of locks at the top team.

For example, at the Bantam AA level, with a team size of 13 skaters:
9 Locks - 3 = **Up to 6 Players** may be removed from the session and locked onto Bantam AA. If scores are too similar, fewer players may be locked. If 1st year players fall within the top 6, they will still skate the last session.



WHAT EVALUATORS ARE LOOKING FOR

Skaters:

Evaluators will look at the following criteria for scoring players during the skills and scrimmage sessions:

Skating skills, passing, stick handling, effort, attitude, team play, hockey IQ, checking skills (Bantams), and mobility.

During the scrimmages, skaters will be assigned rotational positions to ensure each skater has an opportunity to play each position. Players are expected to play the position they are assigned, because evaluators will take that into consideration.

Goalies:

Goalie-Specific Evaluators will look at the following criteria for scoring goalies:

- Skating and Movement
- Angles and Positioning
- Recovery and Rebounds
- Glove and Blocker
- Speed and Reaction Time



SKATER SCORING COMPONENTS

Sessions	Squirt	PeeWee	Bantam
Pre-Tryout	0%	0%	0%
Skills	20% Drills Session 20% 3v3 Session	10% (50% from Drills 50% from 3v3)	10% (50% from Drills 50% from 3v3)
Scrimmages	2 Sessions (4v4 & 5v5) 30% each	3 Sessions (3v3 & two 5v5) 30% each	3 Sessions (3v3 & two 5v5) 30% each
Coach session	n/a	0%	0%



GOALIE SCORING COMPONENTS

Sessions	Squirt	PeeWee	Bantam
Pre-Tryout	0%	0%	0%
Skills	40%	2 Sessions 30% for Skills 10% during Skater skills 3v3 40% total	2 Sessions 30% for Skills 10% during Skater skills 3v3 40% total
Scrimmages	3 Sessions 10% - 3v3 30% - 4v4 20% - 5v5 60% total	3 Sessions 25% - 3v3 17.5% - 5v5 #1 17.5% - 5v5 #2 60% total	3 Sessions 25% - 3v3 17.5% - 5v5 #1 17.5% - 5v5 #2 60% total
Coach session	n/a	0%	0%



TEAM FORMATION: SKATERS

1. Tryout Committee reviews data following final scrimmages and determines top team locks and pickable pool based on target guidelines. No names are visible to the committee.
2. Team locks and pickable pool size are determined by our target criteria and is dependent on team size. (Target of 66% of the team size to be locked based on evaluators scores and coaches will be able to pick from a pool size of 135% -see chart)
3. If players scores are deemed to be similar at the lock and pickable pool points/breaks, the number of locks, picks and pickable pool size may be adjusted by the tryout committee.
4. Committee provides highest level coach with locks and available picks ahead of Coach Practice. (PeeWee/Bantam)
5. After the selection of the top team, locks and pickable pools are determined for the next team to be picked.
6. If more than one team is being established at a given level (e.g. two Squirt B2 teams), a draft is held in groups of 4 skaters with the head coaches from each team to help create balanced teams. (per D8 policy)

Team Size (Skaters)	Locks	Head Coach Player selection
18	12	Picks 6 from 12
17	11	Picks 6 from 12
16	11	Picks 5 from 11
15	10	Picks 5 from 11
14	9	Picks 5 from 10
13	9	Picks 4 from 9
12	8	Picks 4 from 8
11	7	Picks 4 from 8
10	7	Picks 3 from 7



TEAM FORMATION; SKATERS

Coach Selection Process Based on a 14-player



Players 1-9 are "LOCKED" on the
team
Based on ranked tryout scores



Head Coach will choose the remaining 5
players
From the next 10 skaters
Based on ranked tryout scores

*Adjustments to the number of "Locks" and size of "Pickable pool" will be made if
players
Scores are similar/equal at the break points.



TEAM FORMATION: GOALIES

Process:

1. The number of goalies placed on a team is based on:
 - Total number of registered goalies per level
 - Independent evaluator scoring and recommendations

2. In the event the evaluator data is not conclusive, the committee, with recommendations from the Goalie Evaluators, will ask the head coach to make goalie selection(s) at the time of team formation (following coach practice if applicable)

3. A goalie not selected in the event of a coach pick will lock on the next level team

4. For levels where players are drafted by 2 head coaches (e.g. 2 Squirt B2 teams):

- One coach will get first goalie pick and one coach will get first skater pick
- First pick is determined by coin flip

Other Considerations:

- At PeeWee and Bantam levels, all registered goalies placed on a "A" or "B" team must play their position throughout the season.
- At Squirts, goalies may skate out when not playing goalie at the coach's discretion.



NJURY, ILLNESS & OTHER CONCERNS

Players who are unable to tryout because of health or medical reasons must notify Hockey Operations and their Level Coordinator by e-mail before tryouts

begin. If a player is unable to finish tryouts, he or she must contact the appropriate coordinator and Hockey Operations immediately.

A player must verify his or her medical problems in writing from a medical professional, as soon as possible and no more than two (2) weeks prior to tryouts. The Tryout committee will review each player's case and will be placed based on:

1. Past playing level and demonstrated abilities of the player.
2. Interviews and/or letters from past coaches.
3. Severity of injury/sickness, and availability to return to play.
4. Input from current season coach or coaches.



ABSENCES FROM TRYOUTS (NON-MEDICAL)

EHA will attempt to accommodate legitimate scheduling conflicts providing that the Tryout Committee Chairperson receives email or written notification 72 hours prior to the first scheduled session.

EHA will review the options with the affected parties (player & parents). The player and parents will ultimately select the option that best meets their interests.



QUESTIONS?