

NWC RIVERHAWKS GIRLS HOCKEY



15U Tryout Information

For 15U families, 2026-27. What each day looks like, how skaters advance through the three days, how skaters are scored, how teams are formed, and what to do if your skater is sick, injured or away.

Evaluation overview

The 15U evaluation runs three days at the STMA Ice Arena. The chart on the next page shows the full week on one sheet. Session detail and times follow.

1. Day 1 measures every skater on the same five timed skills, which produces the initial ranking.
2. Day 2 is two pools, each a practice and then a scrimmage. Pool 2 skates in the morning. The top 16 out of Pool 2 join the skaters ranked 1 to 10 in Pool 1 that afternoon.
3. Day 3 is a full game for the highest ranked 24 skaters, and it is the last evaluated session of the level.
4. Goaltenders are evaluated and ranked on their own track throughout.
5. 15U teams are set after high school tryouts, so they are named later than the other levels.

Words you will see in this book

TERM	WHAT IT MEANS
Blue Rink, Gold Rink	The two sheets of ice at the STMA Ice Arena. Check which one your skater is on, they have separate entrances
Scrimmage	A practice game. An intrasquad scrimmage is one where both teams are made up of skaters from the same group
Pool 1, Pool 2	The two Day 2 groups. Pool 1 is the higher ranked group and skates in the afternoon. Pool 2 skates in the morning
13 on 13	The number of skaters on each of the two benches for that session, not the number on the ice at once
5 v 5	How many skaters from each team are on the ice at once, not counting the goaltender. 5 v 5 is normal game play
Timing gates	Electronic sensors that time each skater on the Day 1 skills, so the times are recorded by equipment rather than by a stopwatch
Team Genius	The evaluation software the association uses to hold the scores and produce the rankings
Evaluated ice	Any session a skater is scored at, whether it is a scrimmage or a game

15U Tryout Movement, 40 Skaters and 2 Goalies

Three days. Skater counts in black, goalie counts in purple.

Day 1

Sat 10/3
Skills Evaluation

All 15U, 3 groups by last name

Blue Rink

40 skaters total · three groups at 4:00, 4:45 and 6:00

2 goalies skate Sat 9/26 on Gold

Skills testing. Five timed tests, each run twice, the better run scored. No scrimmage. Goaltenders are evaluated a week earlier on Gold, with the 10U and 12U goaltenders.



After Day 1. The skills scores set the Day 2 sessions: the top **10** go to Pool 1 in the afternoon and everyone else to Pool 2 in the morning. Both goaltenders, ranks **1** and **2**, skate both sessions.

Day 2

Sat 10/10
Practice + Scrimmage

Pool 2 · AM · Blue

9:00 - 10:00 AM

Every skater not in the Day 1 top 10

2 goalies, one per team

60 minute session. Practice, then scrimmage.

Pool 1 · PM · Blue

2:00 - 3:00 PM

26 skaters, 2 teams of **13**

Skaters ranked **1 - 10** after Day 1, plus the top **16** from Pool 2

2 goalies, one per team

60 minute session. Practice, then scrimmage.



After Pool 2. The top **16** skaters join Pool 1 in the afternoon. The rest finish here, and their scores still count toward final placement.



After Day 2. The top **24** Pool 1 skaters and both goaltenders go to the Day 3 game. The top **6** are finalized for the top team at this point and do not dress, so **18** skate the game. The bottom **2** finish here, and their scores still count toward final placement.

Day 3

Sun 10/11
Final Game

Final Game · Blue

2:00 - 3:15 PM

18 skaters dressing, out of a pool of **24**

Skaters ranked **1 - 6** are finalized and do not dress

2 goalies

A full game. Three 15 minute periods with officials. This is the last evaluated session of the 15U tryout.

Skaters finished after Day 2

Evaluation complete for skaters who finish after Pool 2, plus the bottom **2** from Pool 1.

Two 15U teams. 15U A and 15U B. Teams are built from the evaluator rankings once every session is scored, and every skater is placed on a team.

15U Tryouts 2026-27 · How Skaters Move

Every box is a pool and every line is a route a skater can travel. Follow the lines out of your skater's pool to see where they can go next.

— Moving up a pool — Moving down a pool - - - Staying in the same pool



How movement works

Day 1 skills set the Day 2 sessions. The top 10 skip the morning and skate Pool 1 in the afternoon. Everyone else skates Pool 2 in the morning.

The top 16 out of Pool 2 move up to Pool 1 that afternoon.

The top 24 after Day 2 go to the Day 3 game. The bottom 2 finish. The top 6 are finalized and do not dress, so 18 skate the game.

15U runs into a second weekend. Day 1 is October 3, and Day 2 and Day 3 are October 10 and 11.

St. Michael Albertville Youth Hockey Association · All times subject to change · Questions go to the Executive Hockey Director, not to evaluators or coaches at the rink.

The three day format

Every 15U skater is evaluated across three days at the STMA Ice Arena. Skaters and goaltenders are counted and evaluated separately throughout. Counts are shown as total skaters, then skaters per team.

DAY 1 · SKILLS EVALUATION Full level, three groups

Saturday October 3 · Blue Rink

40 skaters total / three groups by last name, 14, 13 and 13 skaters. Find your group by last name below. Players work through five timed drills, twice.

Each drill is run twice and the better of the two runs is the one scored. There is no scrimmage on Day 1.

GROUP 1	GROUP 2	GROUP 3
Ad - Lar	Law - Ot	Ro - Zi
4:00 - 4:45 PM	4:45 - 5:30 PM	6:00 - 6:45 PM

Goaltenders skate their own sessions. The 2 15U goaltenders are evaluated on Gold Rink on Saturday September 26, 11:30 AM - 12:15 PM and 4:00 - 5:00 PM, together with the 10U and 12U goaltenders. That is a week before the skaters. The group times above do not apply to goaltenders.

DAY 2 · POOL 2 · PRACTICE + SCRIMMAGE

Saturday October 10 · Blue Rink · 9:00 - 10:00 AM

Every skater outside the Day 1 top 10

Two teams. **2 goaltenders**, ranked 1 and 2, one per team.

60 minute session. A practice, then a scrimmage.

After Pool 2. The highest ranked **16 skaters** join Pool 1 that afternoon. For the rest this is the last session of the week. Their scores still count toward final placement.

DAY 2 · POOL 1 · PRACTICE + SCRIMMAGE

Saturday October 10 · Blue Rink · 2:00 - 3:00 PM

Skaters ranked 1 - 10 plus the top 16 from Pool 2, 13 on 13

26 skaters total / 13 skaters per team, two teams. **2 goaltenders**, ranked 1 and 2, one per team.

60 minute session. A practice, then a scrimmage.

After Day 2. The highest ranked **24 skaters** and both **goaltenders** go to the Day 3 game. For the bottom **2 skaters** in Pool 1 this is the last session of the week. Their scores still count toward final placement.

DAY 3 · FINAL GAME

Sunday October 11 · Blue Rink · 2:00 - 3:15 PM

The highest ranked 24 skaters

18 skaters total dressing. The top 6 ranked skaters are finalized for the top team before this game and do not dress, so the game is skated by the 18 who remain in contention. **2 goaltenders**, ranked 1 and 2, splitting the game.

A full game. Three 15 minute periods with officials. This is the last evaluated session of the 15U tryout.

How teams are formed

15U skaters advance on overall ranking rather than by position quota. Position is considered by the coaches when the top team is named.

Two 15U teams are projected for this season. Team sizes are a projection at this stage, 16 to 17 skaters and 1 goaltender per team. The number of teams and the final roster sizes are confirmed when teams are named.

TEAM	TEAM
15U A	15U B

Every skater is placed on a team. All 40 skaters are evaluated, and skaters are placed across the two 15U teams once evaluation is complete.

15U teams are named after high school tryouts. A number of 15U skaters are projected to move to their high school program. Every one of them is evaluated with the level, and the 15U teams are set once the high school tryouts are finished. That is why 15U teams are named later than the other levels, and why the 48 hour window that applies elsewhere does not apply here.

Rankings are refreshed after every session. That is what allows a skater to move up as the week goes on.

Teams are posted on the association website, emailed directly, or both.

Set in the policy, not here. Locked places, the coaches pick pool, how the top team is finalized, and when teams are announced are set in the STMA Tryout and Evaluation Policy, published with these documents. This book covers how the 15U tryout runs on the ice.

How teams are formed, continued

Where every skater and goaltender sits at each point in the week.

POINT IN THE WEEK	WHO SKATES NEXT	WHO IS FINISHED
After Day 1	The skaters ranked 1 - 10 skate Pool 1 in the afternoon. Everyone else skates Pool 2 in the morning. Both goaltenders skate both	Nobody
After Pool 2	The highest ranked 16 skaters join Pool 1, for a Pool 1 of 26	The rest of Pool 2, evaluation complete
After Day 2	The highest ranked 24 skaters and both goaltenders go to the Day 3 game	The bottom 2 skaters in Pool 1, evaluation complete
Day 3	The top 6 are finalized and held out. The other 18 dress for the final evaluation game	Evaluation complete for the level

Skills testing, the five timed tests

Every skater runs the same five tests on Day 1, twice, and the fastest attempt is the time used. Tests 2 and 3 are scored off a single skate with two splits, so a skater takes four runs to produce five scores.

TEST	HOW IT IS RUN
1. 5-10-5 change of direction	Starting at the red line in the middle of the ice, the skater goes to the blue line and stops, turns back through the start and on to the far blue line and stops, then returns through the middle. It tests how quickly a skater can stop, turn and get going again. No puck.
2. Acceleration	A standing start on the goal line, timed over the first stretch. This measures how fast a skater gets up to speed.
3. Full speed	The same run continues down the ice, timed over the open middle stretch. This measures top speed once a skater is already moving.
4. Forward and backward transition	The skater goes the length of the ice switching between skating forwards and backwards. This is the skating a defenseman does constantly in a game.
5. Puck control	The skater carries a puck in and out of a line of obstacles, weaving from one side to the other. This measures puck handling at speed.

Test video

Each test is filmed. Scan the code or click either the code or the link to watch the test run at full speed.



Test 1

5-10-5 change of direction
youtu.be/f7ucM15BzJg



Tests 2 and 3

Acceleration and full speed
youtu.be/bRlxkhs_7z0



Test 4

Forward and backward transition
youtu.be/NJbQJmIXdPE



Test 5

Puck control
youtu.be/UbDMFC5gSrA

Each test is timed at the gates against the number your skater is given at check in. The same five tests are run at every level.

How players are scored

Every skater ends the week with a single overall score, held in the evaluation software the association uses. That score is built from two things: the timed skills on Day 1, and the scores evaluators give at each session after that.

Skills score, Day 1

Five timed drills. The fastest of a skater's attempts is the time used. Skaters are then ranked within each drill. The five drill scores are averaged, and that is the score for the session.

What evaluators score

Every session after the timed skills is scored by the evaluator panel in two core categories, Skating and Puck Skills, and Game Play. Each category covers the criteria listed under it. This is the full list. A skater is not scored on anything outside it, and nothing is added or changed once tryouts begin.

CATEGORY AND CRITERION	WHAT THE EVALUATOR IS LOOKING AT
Skating and Puck Skills	
Skating	Speed, stride, edges, balance, agility and change of direction under game conditions
Stick handling	Puck control in motion, in traffic and under pressure
Passing	Accuracy and timing of the pass, and the ability to receive one
Shooting	Release, accuracy and shot selection
Game Play	
Hockey sense	Reading the play, positioning, decisions with and without the puck, support of teammates
Soft skills	Attitude, body language, penalties taken, and treatment of teammates, opponents and officials

Body checking is not part of the girls game, so physical play is not one of the criteria.

How players are scored, continued

Session weights

The association applies one weighting at every level. A small portion of every skater's score comes from the Day 1 timed skills. The large majority comes from the evaluated ice that follows, spread across the sessions the skater actually skates.

COMPONENT	PORTION OF THE SCORE	WHO IT APPLIES TO
Day 1 Skills Evaluation, the five timed tests	Small portion	All skaters
All remaining evaluated ice	Large majority	Every skater, on the sessions they skate

Evaluated ice means any session a skater is scored at, whether that is a scrimmage, pool play or a game. Those sessions are not required to carry equal weight. A later session may carry more, because a skater there is evaluated against a stronger group. The weighting is set before the first session, is the same for every skater at this level, and does not change once tryouts begin. The number of sessions after Day 1 varies with how far a skater advances.

Goaltenders. Goaltenders are scored and ranked on their own track and are never ranked against a skater. A large portion of a goaltender's score comes from the two goaltender skills sessions, with practice, scrimmage and game play carrying a smaller portion.

Skaters who move up. Scores are not restated when a skater is invited into a later session. A skater who moves up carries the score already earned, and from that point is scored and ranked with the new group.

Check in and equipment

Who evaluates your skater

Every skater session is scored by a minimum of 3 player evaluators, and goaltender skills sessions by a minimum of 1 goalie evaluator. All evaluators have high school, junior or college hockey coaching, scouting or playing experience.

ITEM	HOW IT IS HANDLED
Arrival time	45 minutes before the Day 1 session, 30 minutes before every session after that
Timing number	Assigned at check in on Day 1, with the jersey. There is nothing to bring or look up beforehand
Tryout jersey	Assigned at check in on Day 1, Saturday October 3
Socks	NWC colored socks are required and are issued at the same check in
Helmet label	Issued at check in with the jersey and carries the timing number. It does not match the jersey number
End of tryout	The tryout jersey is returned at the end of your skater's final session. Jerseys are association property and are reissued each season

What your skater brings

BRING	WHY
Skates sharpened	Day 1 is timed. Dull edges cost a skater time on every start, stop and turn
Two sticks	A broken stick in the middle of a timed drill or an evaluated scrimmage costs a skater the rest of that session
Water bottle, named	Bottles are not shared. Put your skater's name on it

What to expect on Day 1

Arrive at the STMA Ice Arena 45 minutes before your skater's Day 1 session and 30 minutes before every session after that. Your skater picks up a tryout jersey, socks and a helmet label at check in, and should be on the ice at the start of the session in full equipment. Groups and times are sent to families before Day 1.

At the rink

How the rink runs during tryout week.

WHAT	HOW IT WORKS
Sessions are closed	Tryout ice and the locker room areas are closed to spectators for every session. This applies to all parents and to board and committee members alike
Nothing is streamed	LiveBarn is turned off for every tryout session. No session is streamed, recorded or broadcast. This protects the skaters and keeps evaluation footage from circulating
Who is at the rink	Approved evaluators, tryout staff and confirmed coaches for age groups where they do not have a child participating. Anyone with a child in the age group stays away from that age group's sessions
Contact during tryouts	There is no contact between parents and evaluators or coaches during the tryout. Anything necessary, including illness, injury and equipment problems, goes through John Swanson, Executive Hockey Director, jswanson@stmayh.org and girlshocdirector@stmayh.org
Cost to try out	No player pays a fee to be evaluated for any team at any level
Your skater's ranking	Scores are confidential during the tryout. After teams are posted you may request your own child's individual evaluation report on the Post-Tryout Inquiry form. You receive your own child's ranking only, never another player's scores, ranking or placement
How long records are kept	Tryout scores are retained for 12 months for audit purposes, then destroyed

If something comes up

Each of these is a form rather than an email, so a request is documented and gets an answer. Every one has a deadline and a standard it is judged against. Submitting a form is a request, not an outcome.

IF THIS HAPPENS	WHAT TO DO, AND WHAT APPLIES	FORM
Your skater will miss a session	Absences are excused in rare cases only. Submit the Excused Absence Request in advance and wait for an exemption before the session. Do not assume it will be granted. An absence that was not approved beforehand is unexcused and scores zero for that session.	Open form
Your skater is injured or ill	Submit the Tryout Injury Hold and attach the note from the treating provider to the form. Without the provider note there is no hold.	Open form
You want your skater considered for a lower team	Submit the Lower Team Placement Request before teams are formed. Once teams are formed it cannot be actioned.	Open form
You are asking to move up for any other reason	Submit the Play-Up Request. It is reviewed against the policy and it is not automatic. A request is not a placement.	Open form
You have a question after teams are posted	No inquiry is accepted in the first 48 hours after teams are posted. After that, submit the Post-Tryout Inquiry within 72 hours. You receive your own child's evaluation report. The result of the review is final.	Open form