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PeeWee Tryout Information

For PeeWee families, 2026-27. What each day looks like, how players move between pools, how skaters are scored, how teams are formed, and what to do if your skater is sick, injured or away.

Evaluation overview

The PeeWee evaluation runs five days and moves players between three pools as the rankings develop. 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. The ranking sets the pools. A pool is a group of skaters of similar ability who skate together, so a skater is measured against players at their own level. Pool 1 is the top group, followed by Pool 2 and Pool 3.
3. Days 2 through 4 are game play within each pool, and players move between pools as evaluators rank them.
4. Goaltenders are evaluated and ranked on their own track throughout.
5. Day 5 is the final evaluation game with the top group, and the top team is named from there.

Words you will see in this book

TERM	WHAT IT MEANS
Pool	A group of skaters of similar ability, placed on the ice together so each one is evaluated against players at their own level
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
4 v 4, 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, 4 v 4 opens up more space so evaluators see a skater with the puck more often
Ice block	A booked stretch of ice time. A 35 minute block holds 30 minutes of play plus the changeovers
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, pool play or a game

PeeWee Tryout Movement, 82 Skaters and 7 Goalies

Skater counts in black, goalie counts in purple. Every row must still add to 82 and 7.

Day 1

Sat 9/26
Skills Evaluation

All PeeWee, 6 groups of 14 / 14 / 14 / 14 / 13 / 13

Blue Rink

82 skaters total · **7 goalies** on separate Gold ice

Skills testing. Five timed tests, each run twice, the better run scored. No scrimmage. Goaltenders run their own skills sessions on Gold.



Split after Day 1: top **52** skaters to Pool 1, remaining **30** to Pool 3. Goalies **rank 1-4** to Pool 1, **rank 5-7** to Pool 3.

Day 2

Sun 9/27
Evaluation Scrimmage

Pool 1 · Blue

35 min blocks

52 skaters, 4 teams of 13

4 goalies · AM ranks 1,3 · PM ranks 2,4

Micro scrimmages, 4 v 4. 30 minutes of play in a 35 minute ice block, goaltenders change teams between games. AM and PM blocks.

Pool 3 · Gold

10:30 - 11:30 AM

30 skaters, teams 5 and 6, 15 each

3 goalies · ranks 5, 6, 7

Standard scrimmage. 4 minute warm up, 26 minute halves, first half 4 v 4 and second half 5 v 5, 1 minute break between halves and the goaltenders change teams.



Pool 1: top **26** skaters by rank stay, with all **4** goalies. **26** skaters drop to Pool 2.
Pool 3: ranks **53 - 54** and goalie rank **5** move up to Pool 2, **28** skaters and **2** goalies stay in Pool 3.

Day 3

Tue 9/29
Pool Practice + Intra
squad Scrimmage

Pool 1 · Blue

5:45 - 7:00 PM

26 skaters, 2 teams of 13 off the ranking

4 goalies · ranks 1, 2, 3, 4

Practice plus 5 v 5 scrimmage. 45 minute practice, then a 30 minute intrasquad scrimmage, 5 v 5 throughout. Goaltenders rotate to receive even minutes.

Pool 2 and Pool 3

No ice today. Holding at **28** and **28** skaters, **1** and **2** goalies.



Pool 1: top **20** skaters by rank stay, with the top goalies ranked **1, 2** and **3**. The remaining **6** skaters and goalie rank **4** drop to Pool 2. Pool 2 is now **26 + 2 + 6 = 34** skaters and **2** goalies. The top **5** ranked skaters are finalized and do not dress for the Day 5 game.

Day 4

Thu 10/1
Pool Play Scrimmage

Pool 2 · Blue

5:45 - 6:45 PM

34 skaters, 2 teams of 17

2 goalies · ranks 4, 5

5 v 5 all session. 4 minute warm up, 26 minute halves, 1 minute break between halves and the goaltenders change teams.

Pool 3 · Blue

7:00 - 8:00 PM

28 skaters, 2 teams of 14

2 goalies · ranks 6, 7

5 v 5 all session. 4 minute warm up, 26 minute halves, 1 minute break between halves and the goaltenders change teams.



Day 4 is the last session for Pool 2 and Pool 3, and every session they skated counts toward placement. Only Pool 1 skates Day 5: ranks **6 - 20** dress and goalies ranked **1, 2** and **3** play one period each.

Day 5

Sat 10/3
Final Evaluation Game

Pool 1 · Gold

11:30 AM - 12:45 PM

Ranks **1-5** finalized, do not dress · ranks **6-20** dress, **15** skaters

3 goalies · ranks 1, 2, 3, one per period

Full game. 75 minutes, three 15 minute periods, 5 minute warm up. Officials required. PeeWee AA staff run the bench.

Snake draft. Teams within pools are built by snake draft off the evaluator rankings. The highest ranked available player goes to the team picking, and the pick order reverses each round, so the team that picks first in one round picks last in the next. This keeps the teams balanced against each other rather than stacking the top of the ranking on one bench.

Late additions. The Pool 1 and Pool 2 counts in this document are fixed. Any additional skater numbers increase the size of Pool 3. Ice times, session formats and team structure do not change, and the Executive Hockey Director is notified.

Day 4 and 5 totals: $20 + 34 + 28 = 82$ skaters **balances** Goalies: $3 + 2 + 2 = 7$ **balances**

The five day format

Every PeeWee skater is evaluated across five 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, six groups

Saturday September 26 · Blue Rink

82 skaters total / six groups by last name, of 14, 14, 14, 14, 13 and 13. 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	GROUP 4	GROUP 5	GROUP 6
Ar - Er	Fa - Hi	Hu - Ku	La - Mc	Mi - Sce	Sch - Ze
8:30 - 9:15	9:15 - 10:00	10:30 - 11:15	11:15 - 12:00	12:30 - 1:15	1:15 - 2:00

Goaltenders are on a separate track on Gold Rink, 9:45 - 10:30 AM and 1:45 - 2:45 PM.

After Day 1. The five timed drills produce the first full ranking of the level, and that ranking builds the two pools that skate on Day 2. The highest ranked **52 skaters** go to Pool 1 and the remaining **30** go to Pool 3. Goaltenders are ranked on their own track, with **4** going to Pool 1 and **3** to Pool 3.

DAY 2 · EVALUATION SCRIMMAGE
Pool 1

Sunday September 27 · Blue Rink

52 skaters total / 13 skaters per team, four teams. **4 goaltenders**, 2 per block.

Micro scrimmages, 4 v 4, with 30 minutes of play in each 35 minute ice block. Every skater has a morning block and an afternoon block.

AM BLOCK	MATCHUP	PM BLOCK	MATCHUP
9:00 - 9:35 AM	Team 1 v Team 3	1:00 - 1:35 PM	Team 1 v Team 2
9:35 - 10:10 AM	Team 3 v Team 2	1:35 - 2:10 PM	Team 1 v Team 4
10:10 - 10:45 AM	Team 4 v Team 2	2:10 - 2:45 PM	Team 4 v Team 3

After Day 2, Pool 1. The highest ranked 26 skaters stay in Pool 1 and all 4 goaltenders continue. The remaining 26 skaters move to Pool 2.

DAY 2 · EVALUATION SCRIMMAGE
Pool 3

Sunday September 27 · Gold Rink

30 skaters total / 15 skaters per team, Teams 5 and 6. **3 goaltenders.**

One 60 minute scrimmage. The first half is 4 v 4 and the second half is 5 v 5.

Ice time 10:30 - 11:30 AM.

After Day 2, Pool 3. 2 skaters and 1 goaltender move up to Pool 2. The remaining 28 skaters and 2 goaltenders stay in Pool 3.

DAY 3 · POOL PRACTICE + INTRA SQUAD SCRIMMAGE Tuesday September 29 · Blue Rink · 5:45 - 7:00 PM
Pool 1

26 skaters total / 13 skaters per team, two teams. **4 goaltenders.**

Two teams drawn from this pool.

Players will practice for 45 minutes through a series of drills and then finish with a 30 minute scrimmage, 5 v 5.

After Day 3. The highest ranked 20 skaters and 3 goaltenders stay in Pool 1. The remaining 6 skaters and 1 goaltender move to Pool 2. The top 5 ranked skaters are finalized for the top team at this point and do not dress for the Day 5 game. The remaining 15 skaters and 3 goaltenders dress for the Day 5 game.

DAY 4 · POOL PLAY SCRIMMAGE

Thursday October 1 · Blue Rink · 5:45 - 6:45 PM

Pool 2**34 skaters total** / 17 skaters per team, two teams. **2 goaltenders.**

Two teams drawn from this pool. Players will scrimmage for the full hour.

DAY 4 · POOL PLAY SCRIMMAGE

Thursday October 1 · Blue Rink · 7:00 - 8:00 PM

Pool 3**28 skaters total** / 14 skaters per team, two teams. **2 goaltenders.**

Two teams drawn from this pool. Players will scrimmage for the full hour.

Day 4 is the last session for Pool 2 and Pool 3. The Day 5 final evaluation game is skated by Pool 1 only. Skaters in these two pools finish their evaluation here, and their scores from all four days carry into team formation.

DAY 5 · FINAL EVALUATION GAME
Pool 1

Saturday October 3 · Gold Rink · 11:30 AM - 12:45 PM

15 skaters total dressing. The top 5 ranked skaters are finalized for the top team before this game and do not dress, so the game is skated by the 15 who remain in contention. **3 goaltenders**, one per period. A full game against an outside opponent. Three 15 minute periods with officials.

How teams are formed

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

Six PeeWee teams are projected for this season. Team sizes are a projection at this stage, 12 to 15 skaters and 1 to 2 goaltenders per team. The number of teams and the final roster sizes are confirmed when teams are named.

TEAM	TEAM
PeeWee AA	PeeWee B1 Blue
PeeWee A	PeeWee B2
PeeWee B1 Gold	PeeWee C

The two B1 teams are built to be even. PeeWee B1 Gold and PeeWee B1 Blue are filled by snake draft off the final player rankings, so the two teams are balanced against each other rather than one being stronger than the other.

How teams are formed, continued

POINT IN THE WEEK	POOL 1	POOL 2	POOL 3
After Day 1	The highest ranked 52 skaters form Pool 1	Not yet formed	The remaining 30 skaters form Pool 3
After Day 2	The highest ranked 26 stay in Pool 1	Formed from the 26 who move down from Pool 1 and the 2 who move up from Pool 3	28 skaters stay in Pool 3
After Day 3	The highest ranked 20 stay in Pool 1	34 skaters, joined by the 6 who move down from Pool 1	28 skaters, no ice on Day 3
Day 4	No ice	Final session for this pool	Final session for this pool
Day 5	The top 5 are finalized and held out. The other 15 dress for the final evaluation game	Evaluation complete	Evaluation complete

Every skater is placed on a team. The pool a skater finishes in is not the team they are named to. All 82 skaters are placed across the PeeWee teams once evaluation is complete.

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

Pools are emailed to families after each session. Teams are posted on the association website, emailed directly, or both.

The association aims to announce teams and coaches within **48 hours** of the last tryout session.

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 PeeWee tryout runs on the ice.

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 game at PeeWee, so physical play is not one of the criteria at this level.

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 by pool.

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 changes pools. A skater who moves up carries the score already earned, and from that point is scored and ranked in the new pool.

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 September 26
Socks	STMA 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 hocdirector@stmayh.org
Cost to try out	No player pays a fee to be evaluated for any team at any level. The extra fee previously charged to be considered for a AA team has been removed for 2026-27
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