

ST. MICHAEL ALBERTVILLE YOUTH HOCKEY



Squirt Tryout Information

For Squirt 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 Squirt evaluation runs four 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.

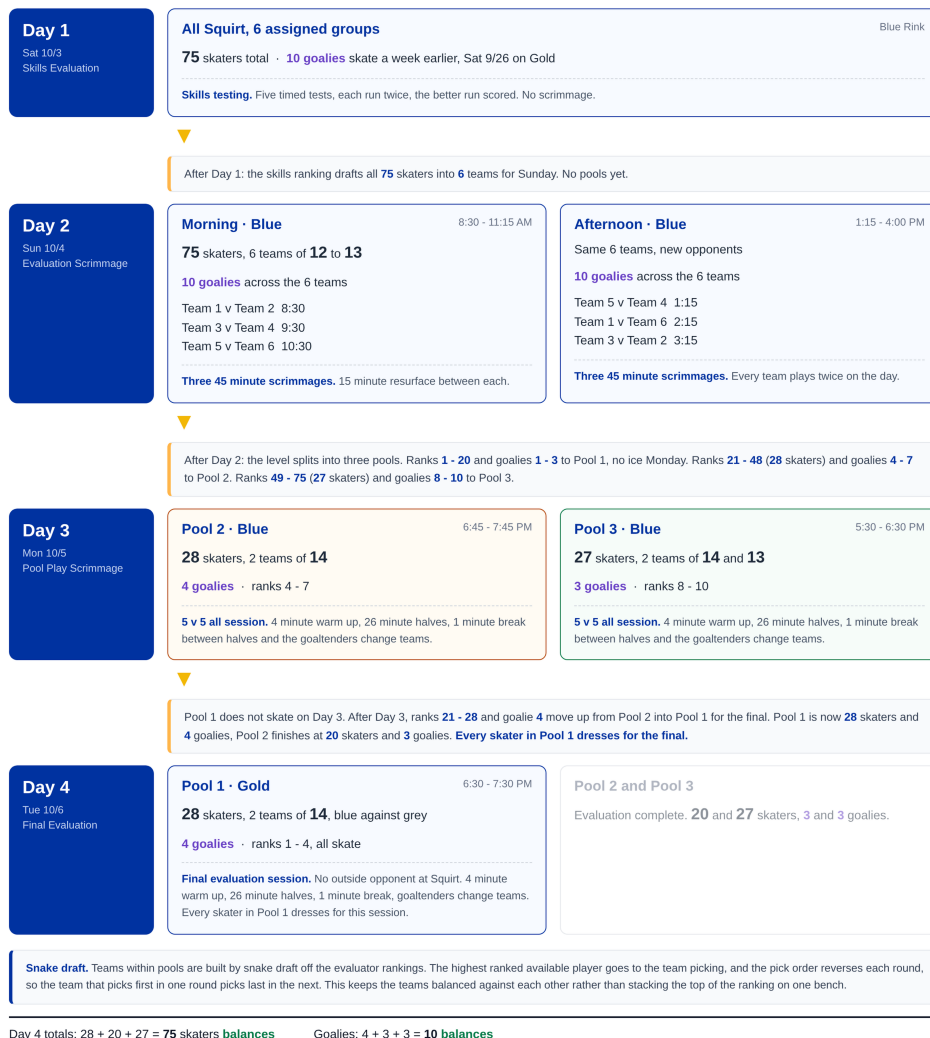
1. Day 1 measures every skater on the same five timed skills, which produces the initial ranking.
2. Day 2 puts every skater into game play, six teams built from the Day 1 ranking. The Day 2 ranking then sets the pools. A pool is a group of skaters of similar ability who skate together, so a skater is measured against players at their own level. Pool 1 is the top group, followed by Pool 2 and Pool 3.
3. Days 3 and 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 4 is the final session 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
Ice block	A booked stretch of ice time. Day 2 runs in 45 minute blocks. Days 3 and 4 are 60 minute blocks
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

Squirt Tryout Movement, 75 Skaters and 10 Goalies

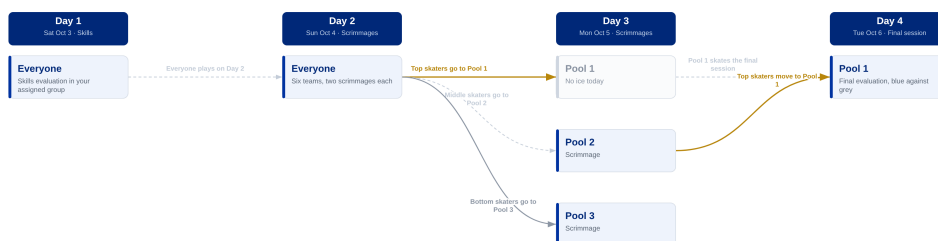
Four days, not five. Skater counts in black, goalie counts in purple. Every row must still add to 75 and 10.



Squirt 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

A pool is not a team. Pools are evaluation groups that change during the week.
 Every line on this chart runs in both directions over the week. Top skaters in a lower pool move up, bottom skaters in a higher pool move down, and it happens after every session.
 Your skater's pool and team are posted after each day. Watch for the posting each night.
 Not skating on a given day is normal. Each pool has its own rights. A day off is not a cut.
 A pool can only move after it has been on the ice. Nobody is moved up or down off a day they did not skate, so movement out of a pool always follows that pool's own session.

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 four day format

Every Squirt skater is evaluated across four 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

Saturday October 3 · Blue Rink

Full level, six assigned groups

75 skaters total / six groups. Each skater has been assigned a group, and group times are 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
8:30 - 9:15	9:15 - 10:00	10:00 - 10:45	11:15 - 12:00	12:00 - 12:45	12:45 - 1:30

Squirt goaltenders skate a week earlier. The 10 Squirt goaltenders are evaluated on Gold Rink on Saturday September 26, 9:00 - 9:45 AM and 12:45 - 1:45 PM. The group times above do not apply to goaltenders.

After Day 1. The five timed drills produce the first full ranking of the level, and that ranking builds the six teams that play on Day 2. All **75 skaters** are placed on the six teams by snake draft, so the teams are even. There are no pools yet. The **10** goaltenders are spread across the six teams.

DAY 2 · EVALUATION SCRIMMAGE

Sunday October 4 · Blue Rink

Full level, six teams

75 skaters total / 12 and 13 skaters per team, six teams. **10 goaltenders** spread across the six teams. Intrasquad scrimmages in 45 minute ice blocks, with a 15 minute resurface between blocks. Three games in the morning and three in the afternoon. Every team plays twice, against a different opponent each time.

MORNING	MATCHUP	AFTERNOON	MATCHUP
8:30 - 9:15 AM	Team 1 v Team 2	1:15 - 2:00 PM	Team 5 v Team 4
9:30 - 10:15 AM	Team 3 v Team 4	2:15 - 3:00 PM	Team 1 v Team 6
10:30 - 11:15 AM	Team 5 v Team 6	3:15 - 4:00 PM	Team 3 v Team 2

After Day 2. The rankings now set three pools. The highest ranked **20 skaters** and the goaltenders ranked 1, 2 and 3 go to Pool 1, which does not skate on Day 3. The next **28 skaters** and the goaltenders ranked 4 through 7 go to Pool 2. The remaining **27 skaters** and the goaltenders ranked 8, 9 and 10 go to Pool 3.

DAY 3 · POOL PLAY SCRIMMAGE

Monday October 5 · Blue Rink · 5:30 - 6:30 PM

Pool 3

27 skaters total / 14 and 13 skaters per team, two teams. **3 goaltenders**, ranks 8, 9 and 10.

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

DAY 3 · POOL PLAY SCRIMMAGE

Monday October 5 · Blue Rink · 6:45 - 7:45 PM

Pool 2

28 skaters total / 14 skaters per team, two teams. **4 goaltenders**, ranks 4, 5, 6 and 7.

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

Pool 1 does not skate on Day 3.

After Day 3. 8 skaters and the goaltender ranked 4 move up from Pool 2 into Pool 1 for the final session. For everyone else in Pool 2 and Pool 3, Day 3 is the last session, and their scores from all three days carry into team formation.

DAY 4 · FINAL EVALUATION

Tuesday October 6 · Gold Rink · 6:30 - 7:30 PM

Pool 1

28 skaters total / 14 skaters per team, two teams. **4 goaltenders**, ranks 1 through 4.

Blue against grey, drawn from this pool. There is no outside opponent at Squirt. Players will scrimmage for the full hour, and every skater in Pool 1 dresses for this session.

How teams are formed

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

Six Squirt teams are projected for this season. Team sizes are a projection at this stage, 12 to 13 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
Squirt A	Squirt B2 Gold
Squirt B1 Gold	Squirt B2 Blue
Squirt B1 Blue	Squirt C

The paired teams are built to be even. Squirt B1 Gold and Squirt B1 Blue are filled by snake draft off the final player rankings, and Squirt B2 Gold and Squirt B2 Blue are filled the same way. Each pair is balanced against itself rather than one team being stronger than the other.

How teams are formed, continued

POINT IN THE WEEK	POOL 1	POOL 2	POOL 3
After Day 1	All 75 skaters are drafted into six even teams for Day 2. No pools yet		
Day 2	Six teams, two scrimmages each		
After Day 2	The highest ranked 20 skaters form Pool 1	The next 28 skaters form Pool 2	The remaining 27 skaters form Pool 3
Day 3	No ice	Scrimmage	Scrimmage
After Day 3	28 skaters, joined by the 8 who move up from Pool 2	20 skaters, evaluation complete	27 skaters, evaluation complete
Day 4	Final session, every skater in the pool dresses	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 75 skaters are placed across the Squirt 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 Squirt 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 Squirt, 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. The weighting on this page is the skater track and does not apply to goaltenders. Full detail is in the Goaltender Tryout Information book.

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
Locker rooms at Squirt	One parent may go in to tie skates and then leaves. This applies at Squirt and 10U only
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