

St Francis Youth Hockey Association

2024/25 Traveling Tryout Policy, Procedures & Team Selection Process (Squirt/10U, Peewee/12U & Bantam/15U)

Welcome to the St Francis Youth Hockey 2024/25 traveling season tryouts. The goal of the tryout process is to ensure accurate and fair assessment of each player, and to place every player on a team with a similar skill level where they will be provided the best opportunity for growth in their hockey ability. SFYHA will conduct the tryout process with the highest degree of integrity possible.

Tryouts can be a stressful time for players, parents, and the volunteers who coordinate it. To make this process as efficient as possible, please read all this information carefully, and review it with your child so they know what to expect when they arrive at the rink for tryouts.

Make sure you know what time to be at the rink – and be on time. It is very important that players are at the rink, dressed, and ready to skate 30 minutes prior to their scheduled tryout time. This will allow time to make any necessary last-minute changes. If the session before yours ends early, we may have the opportunity to begin the next session early. You will not be able to enter the building until 60 min prior to your scheduled ice time. Parents, this is your responsibility.

PLAYER RULES

- All players must wear a black or white practice jersey. Players may not wear any Elite, AAA, or any other jerseys, socks or helmets not approved by the SFYHA Tryout Committee. If a player does not have a practice jersey, one will be provided at check in.
- Any name plates/stickers on jerseys or helmets must be removed or taped over before going on the ice.
- Please wear St Francis, Northern Tier Stars, or Northern Edge socks only.
- These rules will be enforced for each player, at each session, at all levels.

PARENTS/SPECTATORS

Parents/Spectators will not be allowed inside the arena during tryouts. One parent will be allowed inside to help tie skates before their child's tryout begins. Parents will be expected to leave immediately after tying skates.

- Be realistic about your child's ability. Do not put any extra pressure on your child. They know why they are at tryouts and what is at stake.
- Relax, stay calm, and enjoy the tryouts. If you are calm and having fun, chances are that your child will too.
- Any issues or concerns you have should be discussed in an adult and orderly fashion with a SFYHA Tryout Committee member or a member of the SFYHA Board of Directors.
- Disruptive behavior will not be tolerated. Any person(s) disrupting the tryout process will be asked to leave the rink and will not be allowed to return until tryouts are complete. This includes coaches and board members.

SFYHA TRYOUT COMMITTEE

The SFYHA Tryout Committee will consist of the President, Vice President, Secretary, Boys Director, Hockey Director, and Goalie Director. Only the SFYHA Tryout Committee is allowed in the office while the player scoring procedures are taking place. At the time of team selection, the Head Coach may also be present.

GOALTENDER TRYOUT PROCESS

Goaltenders at all levels will participate in a skill session with MEGA Goaltending evaluators. Goaltenders will also participate in each scrimmage at their respective level. The evaluator will give each goalie a score of 1-9 points for each drill demonstrated.

Skills to be demonstrated are:

- Movement/Positioning
- Technical/Efficiency
- Rebound Control/Recovery
- Complete Level/Intensity
- Stopping the Puck

Goaltenders will also receive a score of 1-9 points in scrimmages on each of the following 5 categories:

- Body Positioning (Dept/Square)
- Rebound Control
- Consistency
- Hockey IQ (Anticipation)
- Compete Level

The number of goaltenders at each level will determine how many shifts each goaltender will skate. Goaltenders will rotate every 3 shifts from net to net, and to the penalty box. Each individual shift will be 5 minutes in length. Scores from the skill sessions and the scrimmage sessions will be combined to create a final score.

Team Selection Process

If there are as many goaltenders at a particular level as there are teams, no matter the point spread, the highest scoring goaltender will play for the top-level team, the second highest scoring goaltender will play for the second level team and the 3rd level goaltender for the 3rd level team, etc.

A maximum number of 2 goalies will be permitted on each team. Final goalie placement will be primarily based on evaluation scores and rankings, however, the Tryout Committee reserves the right to make final placement decisions based on team and player developmental needs, provided goalies are not shifted by more than 1 place within the final scoring ranking.

All skaters who try out for a goaltender position, and are placed on a team as a goaltender, are expected to play the goaltender position throughout the entire season.

Until it is determined how many goaltenders and teams there will be at a given level, this procedure may be altered to ensure that each goalie has a fair and equal tryout, and that each team will have a goaltender.

SKATER TRYOUT PROCESS

The evaluation team is comprised of 4 individuals. These evaluators are Level 3 or higher certified coaches who have each coached at the traveling level from the White Bear Lake area in District 2. They will evaluate each skater on the following:

- Skating Skills; Forward & Backward
- Puck Skills; Stick Handling & Shooting
- Team Play
- Rink Awareness
- Effort

Procedure

Tryouts consist of one skills session and two scrimmage sessions:

- Sessions 1 & 2 will be scrimmage sessions.
- Session 3 will be the skills session that will incorporate multiple skills to be demonstrated for evaluation by the judges. Skaters will receive a score of 1-10 points for each drill they skate.
- Session 4 will be a final "pool" selection.
- Overall scoring will be 33.3% from the skills session and 66.7% from scrimmage sessions.

Note to all skaters during scrimmage sessions: Any flagrant penalties will result in the judge's deducting points from the offending skaters' score. If the penalty is deemed to be with intent to injure another skater, the offending player will be ejected from the remainder of that session and receive no score for that session. The SF Tryout Committee will meet to determine if further action should be taken.

Scrimmage Format

Each level will be randomly divided into groups, then randomly divided into lines matching the scrimmage format. Each line will skate one-minute shifts. The lines will be shuffled after a specific set of shifts. Skaters will receive scores of 1-10 points for each shift they skate, scores will be based on the following skills:

- Team Play & Effort
- Skating Ability
- Rink Awareness
- Shooting & Passing Skills
- Board & Corner Play
- Offensive & Defensive Play

Ghost skaters will be necessary to complete lines during the scrimmage sessions. Ghost skaters will not receive scores for the shifts they skate. Ghost skaters will be selected randomly and given ample recovery time before their next shift. Ghost skaters are unaware of performing this unevaluated shift to insure fairness to all skaters.

Scores

At the conclusion of the skills session, the scores for each skater will be totaled and listed in order from the highest score to the lowest score at each level. These scores will help determine the Pool selection process (*see the team selection section below for more information*). In the event there are two skaters who are tied, the following procedure will be used to break their tie:

- 1st Tie Breaker: Total score of the second scrimmage session
- 2nd Tie Breaker: Total score of the first scrimmage session
- 3rd Tie Breaker: Total score of the skills evaluation
- 4th Tie Breaker: Number of years at level of play (i.e. 1st year bantam vs 2nd year bantam)
- 5th Tie Breaker: Level classification played at during previous season (i.e. A bantam vs AA bantam)
- 6th Tie Breaker: Coin Flip

Scores will not be posted at the rink, nor will they be given or shown to anyone other than the SF Tryout Committee during tryouts.

Team Selection Process

At the conclusion of session 3 of the tryout process, the scores for each skater at each level will be totaled and listed from the highest score to the lowest score for team placement. This list will only be available to the SF Tryout Committee, associated board members, and head coaches. The scores will be reviewed as detailed below for the "pool" session 4.

The top 70% of players for each team are determined by evaluation scores. The additional roster spots for the team will be selected by the designated Head Coach/SF Tryout Committee, which will occur on or near day 4 of tryouts. The remaining 30% of the roster must be selected from the next grouping of players that is equal to the number of remaining roster spots multiplied by two.

Example Scenario:

- 15 player team roster
- Top 11 ranking players are locked by 70% rule
- Remaining 30% of roster equals 4
- Doubled equals 8
- Head Coach/ SF Tryout Committee group the next 8 ranked players based on evaluation scores to select the final 4 roster spots. The SF Tryout Committee and selected Head Coach can add additional players to the potential roster pool if there is a tie or very close score at the 30% cutoff.

If a board member or SF Tryout Committee member is the parent/guardian of a skater that is in the 30% selection window, the parent/guardian will not participate in the discussion regarding the coach's selections for this team.

The SF Tryout Committee must review and approve all final roster selections. Upon approval, the final rosters will be posted as soon as they are available.

If there are any circumstances or unforeseen situations during the tryout process that are not covered in this guide, it will require the SF Tryout Committee to resolve the issue. The SF Tryout Committee reserves the right to change or alter any part of the tryout process or procedures to ensure a fair and equal opportunity for all skaters.

ATTENDANCE/TARDY POLICY

All skaters & goaltenders are expected to attend and be on time for all tryout sessions at their respective level. Any skater who will be absent or tardy must notify the SF Tryout Committee. Skaters who are late or absent without prior approval from the SF Tryout Committee will receive no score for the time they miss. Skaters who have the approval to be late or absent will have their scores averaged out to provide a score for any time missed. Excused absences will be granted only in situations that are uncontrollable, emergency in nature, or considered life changing.

- If a skater chooses not to participate in the tryout process, the skater will be placed on the lowest level team at their appropriate age group.

INJURY/ILLNESS POLICY

Skaters/goaltenders who are unable to tryout due to an injury or illness must notify the SF Tryout Committee prior to the scheduled session(s). A note from your doctor may be requested to release your child from participating in the tryout process.

The SF Tryout Committee will hold an open spot for 10 days, following the last tryout date, for any skater/goaltender who cannot participate in the tryout process due to an injury or illness, and has met the requirements of this policy. If after the 10-day extension, the skater/goaltender has still not returned, an appeal should be made to the Age Director who will review with the SF Tryout Committee for a determination.

Upon the skater/goaltender's recovery and release from the doctor, up to 3 hours of pre-skate and 3 hours of evaluation ice time will be arranged. The head coaches of all teams within the level will evaluate the player during these time frames and determine the appropriate level/team for the skater based upon his/her skill. All team selection decisions must be approved by the SF Tryout Committee.

PRE-SKATE & TRY OUT TIMES

All pre-skate and try-out dates & times can be found by navigating to www.sfyha.org. Please monitor this page as dates and times can change.

TRYOUT ADVICE

- Inspect your equipment. Equipment should be game ready.
- Give 100% effort; try not to be nervous, relax, remain calm and focus on what you are doing.
- Pay close attention and follow directions.
- BELIEVE IN YOURSELF!