



TRAVEL LEVEL TRYOUTS

2025/2026 Season



AGENDA

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Team Formation Process



TRYOUT COMMITTEE OBJECTIVES

Conduct a tryout and evaluation process:

- Marked by impartiality for all players
- Based on meaningful, objective criteria
- Built upon experienced, independent evaluators in all phases of the process
- 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



2025 TRYOUT COMMITTEE

Kyle Loch, Hockey Operations

Ryan Thomas, EHA Board President

Michael Lavine, EHA Board Member (past Hockey Operations)

Jon Kerr, EHA Board Member

Kelly Stokes, EHA Member*

Niki Geisler, EHA Member*

Justin Brott, EHA Member*

Sandra Safo, EHA Member

** past committee member*



IMPORTANT INFORMATION

All information, schedules and session groups will be posted on <https://www.eaganhockey.com/tryouts>

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.

Please be sure to bring your DIBS/Volunteer check to a Pre-Tryout session or the first Drills session.

If not already received from 3v3, practice jerseys will be handed out at pre-tryouts and the first tryout session.



TRYOUT ATTIRE

Blue Breezers and Gloves

All non-EHA stickers should be removed from helmets
(no stickers from Spring/Summer/Fall Leagues or AAA teams)

Matching Eagan colored socks

Bring EHA supplied practice jerseys (distributed during 3v3 leagues) to all tryout sessions. (Jerseys will be handed out at pre-tryouts and tryouts for those players who don't have a set.)

Each player will be given a reversible numbered pinnie prior to their first 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.

The screenshot displays the TeamGenius interface with a table of player scores and two mobile device overlays showing evaluation details.

Player Pool	#	Eval Group	End of Season Feedback		
			End of Season Evaluation	Metrics	Try
2010 Boys	4	Red Group	85.83	38.26	78.00
2010 Boys	9	Blue Team	73.33	87.50	71.00
2010 Boys	8	Blue Team	75.00	40.65	68.00
2010 Boys	7	Blue Team	69.17	73.56	68.00
2010 Boys	6	Red Group	70.83	23.35	73.00
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

Technical Ability: 4.0
Great ball skills, good field vision. Needs to work on non-dominant foot.

Tactical Ability: 2.7



TRYOUT PROCESS COMPONENTS

Process Step	Squirts	PeeWee	Bantams
Pre-Tryout Sessions <i>No Score Impact</i>	2 Sessions to Practice Skill Session Drills	2 Sessions to Practice Skill Session Drills	2 Sessions to Practice Skill Session Drills
Skills Session	Individual skater and goalie drills Skaters: 1 Session Goalies: 1 Session	Individual skater and goalie drills Skaters: 1 Session Goalies: 2 Sessions	Individual skater and goalie drills Skaters: 1 Session Goalies: 2 Sessions
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	Scrimmage with Outside Association	Drills or scrimmages as determined by highest level coach who will be making next level picks

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-TRYOUTS

Format: Open for Observation

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

Process: Groups are formed alphabetically



SKILLS SESSIONS

Format: Closed

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

Individual drills for goalies to demonstrate capabilities

Process: For PeeWees and Bantams, 3v3 will also be utilized during the Day 1 skills session.

Each participant will receive a pinnie number at random. Each participant will complete each drill twice, each repetition will be scored by independent evaluators.

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



SCRIMMAGE SESSIONS

Objective: Evaluate skaters 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 (eg 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 SCRIMMAGE (PW/BANTAMS)

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 first 5v5 scored scrimmage in order for the evaluators to better differentiate comparable players. The players affected 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 ARE EVALUATORS 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

	Squirts	PeeWee	Bantams
Pre-Tryout Sessions	0%	0%	0%
Skills Session	20% Drills Session 20% 3v3 Session	10% (50% from Skills 50% from 3v3)	10% (50% from Skills 50% from 3v3)
Scrimmages (3v3 or 4v4 and 5v5)	2 sessions 30% each	3 sessions 30% each	3 sessions 30% each
Coach Practice	n/a	0%	0%



GOALIE SCORING COMPONENTS

	Squirts	PeeWee	Bantams
Pre-Tryout Sessions	0%	0%	0%
Skills Sessions	40%	2 sessions 30% for Goalie Session 10% for Goalie/Skater Session (40% total)	2 sessions 30% for Goalie Session 10% for Goalie/Skater Session (40% total)
Scrimmages (3v3, 4v4, 5v5)	3 sessions 10% 3v3 30% 4v4 20% 5v5 (60% total)	3 sessions 25% 3v3 session 17.5% each of 5v5 sessions (60% total)	3 sessions 25% 3v3 session 17.5% each of 5v5 sessions (60% total)
Coach Practice	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 (eg 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)

Targeted Locks/Picks

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



TEAM FORMATION: SKATERS

COACH SELECTION PROCESS - BASED ON A 14 PLAYER TEAM

LOCKS

PICKABLE POOL

1 2 3 4 5 6 7 8 9

10 11 12 13 14 15 16 17 18 19

PLAYERS 1 – 9 ARE "LOCKED" ON THE TEAM
Based on ranked tryout scores.

**HEAD COACH WILL CHOOSE THE LAST 5
PLAYERS FROM THE NEXT 10 SKATERS**
Based on ranked tryout scores.

ADJUSTMENTS TO NUMBER OF "LOCKS" and SIZE OF "PICKABLE POOL" WILL BE MADE IF PLAYER SCORES ARE SIMILAR/EQUAL AT 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 (eg 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.



INJURY, ILLNESS AND 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?