



Goalie Evaluations Synopsis

Airdrie Minor Hockey Association

2019-2020 Season

Atom through Midget Competitive & City Streams

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IMPACTED GOALIES

This synopsis supplies a concise overview and applies to all Goalies being evaluated within mixed gender hockey streams Atom through Midget at the Competitive (Travel) and City (or RHL) levels. The evaluation process for Goalies registered in the High-Performance Streams will be provided by the respective division coordinator/director.

All Goalies must participate in all levels of evaluations according to schedules emailed during the evaluation process. The steps to evaluations include:

1. Skill Skates (2 per goalie)
2. Evaluation Skates (max 4 per goalie/stream)
3. Parity Skates (2 per City/RHL goalie)

Goalies dropping from AA evaluations to Competitive will not repeat Skill Skates. Skill Skate data will determine initial placement within the Competitive evaluation process. Goalies should only drop one level, ie AA tryout Goalie should drop to Competitive.

Goalies dropping from Competitive to City (RHL) evaluations will not repeat Skill Skates. Skill Skate data will determine initial placement within the City (RHL) evaluation process.

SKILL SKATES

All Goalies must attend Skill Skates during the assigned timeslot. All Goalies will perform the same drills, and be evaluated in the same manner, throughout the stream. Skills tested will include:

- Skill Skate 1 will focus on skating ability & technique
- Skill Skate 2 will incorporate game scenario drills
- Drills will be provided by the paid evaluator

Different streams may utilize different aspects of Skill Skates (ie. Atom city may not be asked to perform the same skills as Midget Competitive).

EVALUATION SKATES (Scrimmages)

Note that Goalies will be based in the penalty box and not on the benches with the players. A Volunteer will be in the penalty box to shift the goalies around, ensuring that they have opportunity to play on both ends for equal amounts of time.

Atom Competitive

Atom Travel will have 2 Skill Skates plus 4 Evaluation Skates to determine final ranking. Skill Skate data will initially rank all Goalies top to bottom. From this ranking, groups of 4 Goalies (2 groups of 2) will make up Evaluation Skate groupings.

Group A = top 4 Goalies (from Skill Skate data)

Group B = Goalies ranked 5-8 (from Skill Skate data)

Group C = Goalies ranked 9-13 (from Skill Skate data)

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For the Evaluation Skates group each group of goalies (A, B, C, etc.) will have equal ice time for 5 on 5, run-time game play, live puck. If 4 Goalies are playing, each Goalie will play half the time. Time will be dispersed accordingly if only 3 Goalies are playing. The next game will see Group B play in a similar scenario, and so on. At the conclusion of each day, the lowest ranked 1-2 Goalies from Group A will drop to Group B and the highest ranked 1-2 Goalies from B will rise to Group A. The lowest ranked 1-2 Goalies from Group B will drop to Group C and the highest ranked 1-2 Goalies from C will rise to Group B, etc. To allow for proper evaluation some higher skilled Goalies may be asked to leave the ice for Evaluation Skate #3 and/or Evaluation Skate 4. If only 3 goalies are participating in the skate they will be dispersed in an X pattern to ensure equal time on ice with each team.

Atom City

Atom City Goalies will have 2 Skill Skates as well as 2 Evaluation Skates to determine placement for the team draft. Evaluation skates will be played in 5 on 5, run-time game play, with live puck. If 4 Goalies are playing, each Goalie will play half the time. Time will be adjusted accordingly if only 3 Goalies are playing. Teams will be grouped and evaluated similarly to the competitive stream with additional attention given to the Goalies ranked around the Blue/Red cutoff line. At the conclusion of each Evaluation Skate, the lowest ranked 1-2 Goalies from Group A will drop to Group B and the highest ranked 1-2 Goalies from B will rise to Group A. The lowest ranked 1-2 Goalies from Group B will drop to Group C and the highest ranked 1-2 Goalies from C will rise to Group B, etc. For Evaluation Skate #2 Goalies that display higher skill level may be asked to leave the ice in order to allow proper evaluation of other Goalies. If only 3 goalies are playing in the skate they will be dispersed in an X pattern to ensure equal time on ice with each team.

PeeWee, Bantam and Midget Competitive

With data collected from the 2 Skill Skates, all Goalies will be ranked top to bottom. From this ranking, groups of approximately 4 Goalies per group will make up Evaluation Skate groups.

Group A = top 4 Goalies (from Skill Skate data)

Group B = bottom 4 Goalies (from Skill Skate data)

For each Evaluation Skate, each group of goalies (A, B, C, etc.) will have equal ice time for 5 on 5, run-time game play, live puck. If 4 Goalies are playing each Goalie will play approximately 30 minutes each. On ice time for each Goalie will be adjusted equally if only 3 Goalies are playing. At the conclusion of each Evaluation Skate, the 2 lowest ranked Goalies from Group A will drop to Group B and the top 2 ranked Goalies from Group B will rise to Group A, etc. for all groups.

Competitive (Travel) Goalies will have 4 Evaluation Skates to determine placement for team creation. For the final Evaluation Skate, select Goalies displaying higher skill level may be asked to not participate in order to allow proper evaluation of other Goalies.

PeeWee, Bantam and Midget RHL (City)

All RHL (City) Goalies will have 2 Evaluation Skates to determine placement for the team draft. Evaluation Skates will be played in 5 on 5, run-time game play, live puck. If 4 Goalies are playing, each Goalie will play half the time. Time will be adjusted accordingly if only 3 Goalies are playing. Teams will be grouped and evaluated similarly to the competitive stream with additional attention given to the Goalies ranked around the Mountain/Rockies (aka Blue/Red) cutoff line. At the conclusion of each Evaluation Skate, the 2 lowest ranked goalies from Group A will drop to Group B and the 2 top ranked Goalies from Group B will rise to Group A, etc. for all groups. For Evaluation

Skate #2 Goalies that display higher skill level may be asked to leave the ice in order to allow proper evaluation of other Goalies. If only 3 goalies are participating in the skate they will be dispersed in an X pattern to ensure equal time on ice with each team.

TEAM DRAFT

Atom, PeeWee, Bantam and Midget CITY/RHL Goalies ONLY

Evaluation Skate data will be used as part of the AMHA city draft process. City/RHL team drafts will occur between Evaluation Skate 2 and Parity Skate 1 to create parity teams that will compete in the AMHA City or RHL Leagues.

PARITY TEAM SKATES

Atom, PeeWee, Bantam and Midget CITY/RHL Goalies ONLY

Teams created from the draft will play 5 on 5, coach refereed games to ensure parity. Evaluators will still be in place to ensure parity across the divisions and proper placement for all Goalies. AMHA may move a Goalie between teams or between divisions as needed to ensure the parity of teams and the fairness of competition.

EVALUATION INFORMATION

Purpose

To accurately place Goalies for the 2019-2020 season only.

- It is a ranking of peers by professional, independent evaluators
- No follow up information regarding any Goalie's individual strengths or weaknesses will be provided

Helmet Stickers & Jerseys

- Each Goalie will be given a uniquely numbered helmet sticker to be used to identify that Goalie by the evaluators.
- The sticker must be worn for the entire evaluation process from the first Skill Skate all the way through to the final Evaluation Skate.
- Goalies must bring their own plain white or black jersey (a jersey may be worn inside out to hide any logos or writing). No other colored jersey is acceptable.

Attendance

Attendance during the AMHA evaluation policy is **100% MANDATORY**. Failure to participate in any scheduled evaluation session will result in the following;

- If Goalie misses 'Skills Skate'
 - Goalie will automatically be placed in the *lowest group*
- If Goalie misses an 'Evaluation Skate'
 - Goalie will automatically fall *one group* for the next evaluation session
- If player misses a 'Parity Skate'
 - Goalie will automatically negate any additional movement to create parity on the team

If a Goalie is injured or has a serious illness, which prevents him/her from participating in the evaluation process, a doctor's note must be supplied to the Division Coordinator. At this point the Division Coordinator will consult any or all of the following to ensure proper placement of this Goalie;

- Evaluators & Skill Skate Leaders
- Hockey Consultation Panel,
- Previous season: Level played and statistics
- Past coaches of the Goalie
- *The Executive Committee will have final say on Goalie placement*

The people and groups consulted will be determined by how many ice times during the evaluations have been missed and the timing of the absence(s). The Division Coordinator will be made aware of the absence(s) and the decisions that were made by these groups as result.