

B.H.C. TRYOUT PROCESS

GENERAL INFORMATION

General

1. JERSEY and SOCKS must be Burnsville colors (black/white/gold). If you do NOT have Burnsville colored socks/jerseys, there will be a limited supply available at the rink on the day of tryouts. Additionally, the BHC prefers that helmets and breezers be black.
2. All tryout penny's will be provided by BHC. Players keep the same numbered penny throughout the entire tryout process. Players MUST turn in their penny at the end of the final day of tryouts.
3. No names will be allowed on jerseys or helmets. Helmets should also have any stickers removed that reference AAA or summer hockey programs.
4. Tryout fees are non-refundable, unless requested in writing one week prior to tryouts. Players will not be allowed to tryout if they are NOT paid in full on their registration fees, tryout fees and prior years ice bills.

Please note: 2nd year Bantam players who make the Bantam A or B1 teams will be REQUIRED to make a pre-payment of \$1,000.00 to their team's B.H.C. account at their teams roster signing or within one week of the 1st practice, whichever is later. If, for any reason, they leave the team they will NOT receive a refund of this pre-payment or any other fees paid. If they do not pay this fee, they will not be allowed to practice with the team or use the B.H.C. Training Center until it has been paid. If you are unable to make this payment, you should notify the Tryout Level Director in writing (prior to the start of tryouts) that you do not want your player assigned to any team higher than the Bantam B2 level.

5. Players at ALL levels **WILL** state a Preferred Position for tryouts on the Registration Form. Players will be able to choose to try out at Defense, Forward or both. Goalies **MUST** declare their position on the registration form at ALL levels.

Please note: Position preference (other than Goalie) will not be used at the Squirt, U10 or U12 Girls levels beginning the 2006-2007 season. At that time, players at these levels will begin trying out by rotating at all five (5) skating positions equally.

6. If possible, all volunteers assisting with tryouts will be adults. On-ice volunteers will not be allowed on the ice during their own child's evaluation session. If there are not enough adult volunteers, High School players will be considered for on-ice and bench assistance. Whenever possible, (1) official on-ice referee will be utilized during 5 on 5 scrimmages to regulate the scrimmage and call penalties.
7. Parents **WILL NOT** be allowed in the area designated for the evaluators.
8. During the tryout process, it is essential that there be no unnecessary contact or communication between parents and the evaluators, on ice volunteers and coaches. Any communication (such as illness, injury or equipment problems) should be initiated by the player or routed through the Tryout Level Director. Any attempt at "lobbying" will be reported to the full board for appropriate action.

Tryout Schedule

1. At least one (1) week prior to tryouts, a **MANDATORY** parent meeting will be scheduled to discuss the tryout process and will be organized by levels (i.e., all Squirt parents together, all Peewee parents together, etc.) Parents will be directed to the website to review the tryout process and will receive:
 - a) The tryout schedule for their player's level including their randomly assigned 1st group number.
 - b) Their players randomly assigned tryout penny.
 - c) A tentative schedule showing dates and estimated time for each group. After the 1st session, there may be changes made to the length and number of groups based on the evaluators input (i.e. 3- 1 hour groups may be changed to 2 – 1½ hour groups).

Information regarding tryout dates and times will be posted on the website and at the Burnsville Ice Arena as soon as it is available (no later than 8:00am the next day). After each day's tryouts, players will be directed to these locations for their next assigned group number based on the results of that day. The posting will be by their penny number and players are required to show up at their assigned times.

It is up to each player to verify what group number they are scheduled to participate in for EACH session.

TRYOUT PROCESS

Evaluators

1. Three (3) outside evaluators and two (2) BHC coach/staff will evaluate each level of boys (except Jr. Gold). In addition, two (2) goalie specific evaluators will evaluate the goalies and provide their evaluation and comments to the coaches to help the coaches with their final selection(s). All players (skaters & goalies) will receive scores from a total of five (5) evaluators.
2. Two (2) outside evaluators and one (1) BHC coach/staff will evaluate each level of Jr. Gold and girls. In addition, one (1) goalie specific evaluator will evaluate the goalies and provide their evaluation and comments to the coaches to help the coaches with their final selection(s). All players (skaters & goalies) will receive scores from a total of three (3) evaluators.
3. B.H.C. expectations will be set with the Evaluators prior to tryouts defining evaluation criteria, tryout format, how to complete forms, encourage use of comments, evaluation scale etc.
4. The outside evaluators and B.H.C. coach/staff evaluator(s) will sit separately and evaluate the players individually (not as a group). All other level coaches will be asked to observe but not score players. No discussion regarding players shall occur between the outside evaluators, the coaches or the general B.H.C. membership.
5. ANY evaluator that has a relative trying out during a session will be allowed to score **ALL** other players except their relative. Any player who does not receive a total of (5) scores from the evaluators will get their final score by averaging the other (4) evaluators scores to give them their (5th) score.

Group assignments

Initial tryout groups will be established randomly by placing all registered players of the particular level in alphabetical order and numbering 1,2,3,1,2,3,etc. from top to bottom (this example assumes 3 groups). The number of registered players will determine the number of groups with the Session 1 group size not to exceed 32 players.

Following completion of each session, Board Member volunteers (without players at that level) will input the evaluator scores and calculate each players total score. These scores will be used to group players for the next session.

Group assignments and times will be posted by the player's penny number at the Burnsville Ice Arena and on the BHC website by no later than 8 a.m. the day following the completion of each session. **It is up to each player to verify what group number they are scheduled to participate in for each session.**

Goalies ONLY session (There are NO separate goalie sessions for Jr. Gold or girls)

During the tryout, the goalies will have a SEPARATE evaluation session with ONLY goalies and shooters allowed on the ice. **ALL goalies for that level MUST attend this session in addition to their assigned groups.** The shooters will be players **NOT** trying out for that level (whenever possible shooters will be players that played at that level the previous season). The (5) goalie evaluators will score the goalies during this time as well as during their assigned group session.

Tryout Session 1 (Player Skills & Drills / 4 on 4 Scrimmage)

(Jr. Gold skips SESSION 1 and goes to SESSION 2)

Skills & Drills

Drills are determined by the A level coach for each level and reviewed with the Tryout Director. An on-ice volunteer will explain the drill to provide players with an opportunity for questions regarding the drill. Players will do each drill and repeat until instructed to stop by the on-ice volunteers. All players will be given an equal opportunity to perform each drill. All drills will be of a 'noncompetitive' nature (skating skills, puck handling skills etc.). After drills are completed the group will be randomly split for a 4 on 4 scrimmage based on penny number.

4 on 4 Scrimmage (Pond hockey format)

1. Benches will be organized in ascending penny order. There will be NO declared positions. Goalies will be rotated in equally and will sit in the time keeper's area.
2. Each line will scrimmage for approximately 1 minute (ongoing rushes will be allowed to finish), the buzzer will sound, the next line will enter the ice and play continues (there is no stopping to drop the puck).
3. If the goalie makes a save, the opposing team retreats from offensive zone (crosses the blue line), the goalie will drop the puck and play will resume.

Upon completion of the tryout session, Evaluator's scores will be inputted and tabulated to determine the players group for the next tryout session.

Tryout Session 2 (Player Competitive Drills / 5 on 5 Scrimmage)

Skills & Drills

Drills are determined by the A level coach for each level and reviewed with the Tryout Director. An on-ice volunteer will explain the drill to provide players with an opportunity for questions regarding the drill. Players will do each drill and

repeat until instructed to stop by the on-ice volunteers. All players will be given an equal opportunity to perform each drill. Drills can be of a 'competitive' nature (2 on 1, 1 on 1 etc.) but may include additional non-competitive drills. After drills are completed the group will be split for a 5 on 5 scrimmage (see procedure below).

5 on 5 Scrimmage

1. Players will be placed on scrimmage "teams" by using their total scores following Session 1 ranked from highest to lowest. All odd ranked players will be assigned to bench 1 and even ranked players will be assigned to bench 2 (i.e. players ranked 1, 3, 5, etc on bench 1, players ranked 2, 4, 6, etc. on bench 2).

2. Players in their respective 5 player scrimmage group will change positions after every shift. Players will enter the ice based on the position they will play that shift. Coaches and/or evaluators will not set lines. Four adult volunteers (2 on each bench) will assume responsibilities for managing their bench. The volunteers will NOT have a player on their respective bench. They will use a systematic player rotation in order to assure all players an opportunity to play positions as equally as possible based on the following:

a) Squirts and Girls – During session 2 players will NOT be allowed to play just their preferred position. Players will be placed on each bench in ascending penny order and will rotate through all positions in the following manner:

Left Wing = 1st; Center = 2nd; Right Wing = 3rd; Left Defense = 4th; Right Defense = 5th.

b) All Other Levels – During session 2 players WILL be allowed to play their preferred position Defense, Forward or Both. Players will be placed on each bench, BY POSITION, in ascending penny order and will rotate each shift and play all three Forward positions or both Defensive positions throughout the Session. If a player has declared 'Both' positions he will be given an opportunity to play at all (5) positions during the Session.

3. Each line will scrimmage for approximately 1 minute (ongoing rushes will be allowed to finish), the buzzer will sound; the next line will enter the ice and quickly line up at center ice for a face off facilitated by the on ice volunteers. If the goalie makes a save, the opposing team retreats from offensive zone (crosses the blue line), the goalie will drop the puck and play will resume.

4. The 2 on ice volunteers will referee and have the discretion to enforce a penalty during scrimmages for blatant, cheap checks/play (whenever possible one will be an official referee and they will enforce penalties). A penalty will result in player sitting for two (2) of his shifts during that scrimmage.

Upon completion of the tryout session, Evaluator's scores will be inputted and tabulated to determine the players group for the next tryout session.

Tryout Session 3 (5 on 5 Scrimmage)

(Girls skip SESSION 3 and go to SESSION 4)

5 on 5 Scrimmage

1. Players will be placed on scrimmage "teams" by using their total scores following Session 2 ranked from highest to lowest. All odd ranked players will be assigned to bench 1 and all even ranked players will be assigned to bench 2 (i.e. players ranked 1, 3, 5, etc on bench 1, players ranked 2, 4, 6, etc. on bench 2).

2. Players in their respective 5 player scrimmage group will change positions after every shift utilizing a systematic player rotation during the Session. Players will enter the ice based on the position they will play that shift. Coaches and/or evaluators will not set lines.

All Levels - During session 3 players at ALL levels WILL be allowed to play their preferred position Defense, Forward or Both. Players will be placed on each bench, BY POSITION, in ascending penny order and will rotate each shift and play all three Forward positions or both Defensive positions throughout the Session. If a player has declared 'Both' positions he will be given an opportunity to play at all (5) positions during the Session.

3. Each line will scrimmage for approximately 1 minute (ongoing rushes will be allowed to finish), the buzzer will sound; the next line will enter the ice and quickly line up at center ice for a face off facilitated by the on ice volunteers. If the goalie makes a save, the opposing team retreats from offensive zone (crosses the blue line), the goalie will drop the puck and play will resume.

4. The 2 on-ice adult volunteers will referee and have the discretion to enforce a penalty during scrimmages for blatant, cheap checks/play (whenever possible one will be an official referee and they will enforce penalties). A penalty will result in player sitting for two (2) of his shifts during that scrimmage.

Upon completion of the tryout session, Evaluator's scores will be inputted and tabulated to determine the players group for the final tryout session.

Players not assigned a group for the final tryout session will be asked to participate in the ‘C’ level evaluations for their level.

(see tryout schedule for date and time of the ‘C’ evaluations)

Tryout Session 4 (Practice/scrimmage set up by the Head Coach(s) at each level)

A Team Pool - ALL LEVELS

1. The A Team pool for all levels will be made up of the 20 players with the highest total scores. For purposes of scrimmaging, the A team coach may choose to include additional players in order of ranking (i.e. 21, 22, 23, 24, etc.) but the A team must be picked from the pool of players with the top 20 scores as determined by the evaluators. If the A team coach chooses to include additional players the B (or B1) team coach(s) will be notified so they can monitor the scrimmage and view the players that are part of their respective pools.

2. The A Team coach and assistants will determine the format of the practice/scrimmage. Upon completion of the session, the A Team coaches will meet with the Tryout Level Director and Development VP (if he/she does not have children participating at the level) to draft their final roster. The available skaters with the highest scores will automatically comprise 2/3 of the team’s roster (i.e., of a roster with fifteen (15) skaters, the top ten (10) available skaters will automatically be drafted for the team.) In addition, if there is a clear separation in goalie scoring, the highest scoring goalie will automatically be assigned to the ‘A’ team. The remaining players to be selected for the A team MUST be selected from the evaluators top 20 group but the final players selected from that group are the sole discretion of the A team coach. If there is not a clear separation in the goalie scores, the A team coach will work with the Tryout Level director, using the evaluations provided by all evaluators, to determine goalie selection. The typical team size for B.H.C. ‘A’ team’s is (15) skaters and (2) goalies. Any variation from that must be approved by the Tryout level director and Development VP.

The A Team coach will contact the selected players via phone within 24 hours of completion of Session 4. The players from the A team pool that are not drafted for the final A Team roster will automatically be placed on the next lowest level team (i.e. B or B1)

B1 team pool – PEEWEE/BANTAM (B team pool–GIRLS if needed)

A practice/scrimmage set up by the B1 (or B) team coach(s)

The B1 Team coaches and assistants will determine the format of the practice/scrimmage. Upon completion of the session, the B1 Team coaches will meet with the Tryout Level Director and Development VP (if he/she does not have children participating at the level) to draft their final rosters. The available skaters with the highest scores will automatically comprise 2/3 of the team’s roster (i.e., of a roster with fifteen (15) skaters, the top ten (10) available skaters will automatically be drafted for the team with the first (5) coming from the remaining players from the A pool.) The final players to be selected for the B1 team MUST be selected from the evaluators group of 20 but the final players selected from that group are the sole discretion of the B1 team coach. The B1 team coach will work with the Tryout Level director, using the evaluations provided by all evaluators, to determine goalie selection. The typical team size for B.H.C. ‘B1’ team’s is (15) skaters and (2) goalies. Any variation from that must be approved by the Tryout level director and Development VP.

If there is MORE than one B1 team the goal will be to make each team as equal as possible. The coaches will draft players in a manner and order resembling the following (assumes 2 teams):

- Team 1 Coach Drafts 1, 4, 5, 8, 9, 12, 13, 16, etc.
- Team 2 Coach Drafts 2, 3, 6, 7, 10, 11, 14, 15, etc.

This pattern will repeat until each coach has completed drafting their full roster of skaters.

The B1 Team coach will contact the selected players via phone within 24 hours of completion of Session 4.

The players from the B1 team pool that are not drafted for the final B1 Team roster will automatically be placed on the next lowest level team (i.e. B2).

B team pool – SQUIRTS ONLY

1. Immediately following the completion of the ‘A’ team selection process, coaches for the ‘B’ teams will be determined based on the most qualified candidates available. **If a parent has an interest in being considered for coaching a ‘B’ team they should notify the Level Director (NOT Tryout Level Director) of their interest prior to/during the tryouts. This will NOT affect their player’s potential for placement on the ‘A’ team. The ‘B’ team pool will consist of skaters ranked 21 – 68 as determined by the evaluator’s scores. This group of skaters**

will be split into 2 groups based solely on the evaluator's rankings (i.e. skaters ranked 21-44 in one session and 45-68 in the next session.). At each group's session, the skaters will scrimmage in a similar fashion to Tryout Session 3 so the selected coaches can evaluate the group of skaters with the goal being to make EQUALLY skilled teams. The coaches will use the ranking as determined by the evaluators and their own evaluations during the final session to determine their teams. All players in the first 'B' session WILL be selected for a 'B' team. Any players NOT chosen for a 'B' team in the second 'B' session will be asked to participate in the 'C' level evaluations.

B2 team pool - PEEWEE/BANTAM

A practice/scrimmage set up by the B2 team coach(s)

The B2 Team coaches and assistants will determine the format of the practice/scrimmage. Upon completion of the session, the B2 Team coaches will meet with the Tryout Level Director and Development VP (if he/she does not have children participating at the level) to draft their final rosters. The available skaters with the highest scores will automatically comprise 2/3 of each team's roster (i.e. of a roster with fifteen (15) skaters, the top ten (10) available skaters will automatically be drafted for the team with the first (5) coming from the remaining players from the B1 pool). The final players to be selected for the B2 team MUST be selected from the evaluators group of 20 but the final players selected from that group are the sole discretion of the B2 team coach. The B2 team coaches will work with the Tryout Level director, using the evaluations provided by all evaluators, to determine goalie selection. The typical team size for a B.H.C. 'B2' team's is (15) skaters and (2) goalies. Any variation from that must be approved by the Tryout level director and Development VP.

If there is MORE than one B2 team the goal will be to make each team as equal as possible. The coaches will draft players in a manner and order resembling the following (assumes 2 teams):

Team 1 Coach Drafts 1, 4, 5, 8, 9, 12, 13, 16, etc.
Team 2 Coach Drafts 2, 3, 6, 7, 10, 11, 14, 15, etc.

This pattern will repeat until each coach has completed drafting their full roster of skaters.

The B2 Team coach(s) will contact their selected players via phone within 24 hours of completion of session. The players not selected for a team will be contacted by the Tryout Level Director and asked to participate in the C team evaluations.

C team Pool ALL LEVELS

The purpose of the C team evaluations is to allow the coaches a chance to evaluate players in an effort to pick teams as equally as possible at the C level. All players participating are guaranteed a spot on one of the C teams. All players who have not been assigned to an A/B team should participate in the C team evaluation (players who did not participate in the tryouts must participate in the C level evaluations).

The C Team coaches and assistants will determine the format of the practice/scrimmage. Upon completion of the session, the C Team coaches will meet with the Level Director and Development VP to draft their final rosters. Depending on the number of C Teams, the coaches will draft players in a manner and order resembling the following (assumes 2 equal teams):

Team 1 Coach Drafts 1, 4, 5, 8, 9, 12, 13, 16, etc.
Team 2 Coach Drafts 2, 3, 6, 7, 10, 11, 14, 15, etc.

This pattern will repeat until each coach has completed drafting their full roster of skaters (all skaters are guaranteed a spot). The C Team coach(s) will contact their selected players via phone within 24 hours of completion of session.

SCORING FOR ALL LEVELS

1. Evaluators will use a new evaluation sheet for each Session.
2. A scale of 1-10 points using a LEVEL grade to represent points will be used for scoring players as follows: (A++ = 10, A+ = 9, A = 8, A- = 7, B+ = 6, B = 5, B- = 4, C+ = 3, C = 2, C- = 1).
3. A Development Committee member, without a child at the level, will tabulate scores following each session. The Tryout Level Director and score tabulator shall review the scores for any major discrepancies and confer with evaluators if necessary.
4. ALL sessions carry EQUAL weight AND each of the evaluator's scores will carry EQUAL weight. The player's placement for the next day's session is based on the cumulative score after each session. For example, if there are 5 evaluators each player will receive 5 individual scores for each session. The total of these scores will determine their placement for the next day. At the end of the 2nd day the total of the 10 individual scores (5 evaluators, 2 sessions) will be

used to determine placement. This continues until the final day when the coaches are given the players final pool assignments: A, B or C. Evaluators will score players based on the following areas:

Skating Skills, Positioning, Passing Skills, Physical Play, Hustle, Effort, Team Play, Attitude, Stickhandling Skills, Shooting skills etc.

5. GOALIES will be evaluated during their respective level's regular tryout Sessions as well as during the group goalie session prior to Tryout Session 1 (except Jr. Gold and Girls) by the Goalie evaluation group. The specified Goalie evaluators will score and add comments regarding each goalies strengths and weaknesses to be given to the coaches during selection. Goalies will be assigned to their sessions by the A level coach and Tryout Director for each level based on input from the evaluators group. Evaluators will score players based on the following areas:

Use of sticks, gloves, pads & skates, Positioning, Control of Rebounds, Passing Skills, Puck Control, Hustle, Effort, Team Play, Attitude, Mobility etc.

TRYOUT INJURY/ABSENCE GUIDELINES

Procedure for players injured/ill prior to tryouts (will miss entire tryout)

1. Parent/Guardian of an injured player unable to tryout must approach the BHC Board of Directors with an appeal for a tryout waiver with a written doctor's excuse, prior to the tryout sessions.
2. An injured/ill player must be expected to return to 100% of his/her playing capabilities by December 1st, based on doctors' estimation, to be eligible for a spot on any A or B team. This date is based on the Minnesota Hockey roster deadlines. Players who cannot be expected to perform at their full playing potential by December 1st can be placed on a C team for the season, provided there are openings.
3. The matter will be discussed between the player's previous year's coach and the Development Committee members. The final decision regarding an injured player's placement will be made by the Development Committee members with full consideration being given to coaches recommendations.

Scoring for players that injured/absent during tryouts

The player will be awarded a score for the missing session that is computed as follows:

1. Compute the average score from each evaluator during the previous session (or 2nd session if missing during the 1st day of tryouts).
2. Reduce each evaluators average score
 - 2 points for the first session that they miss
 - 3 points for the second session that they miss

For example, a player skates in the first two sessions – and is given scores of 7 and 8 points by one evaluator. However, the player gets sick (or is injured) and cannot skate in the third session. The score awarded for session three from that evaluator would be 5.5 (average of 7 and 8 = 7.5 minus 2). Each evaluators score would be calculated using the same method giving the player a total for the day missed. The player's total score is then calculated in the same manner as all other players to determine their next session assignment.

POST TRYOUT PROCESS

1. An assessment of the B.H.C. Tryout Process will be solicited from the outside Evaluators. The Development Committee will review the evaluations and retain for historical data.
2. A Post Tryout Evaluation Form will be made available at the Burnsville Ice Arena and on the website for feedback/comments from parents about the process.
3. Player final ranking or score result **WILL NOT** be shared with players/parents. However, comments from the evaluators can be made available by submitting the request for this information in writing (include a self addressed stamped envelope) to the BHC Level Director. The response may take up to 3 weeks and will be in writing.
4. Players may decline to play at the level they are selected for and move to any lower level of play. They may NOT, however, choose the team they want to play for at that lower level.
5. All scoring data will be turned in to the Development VP for a post tryout review/analysis. The Development Committee will meet to review and discuss the analysis, outside evaluator assessments, and parents feedback/comments to determine what changes (if any) should be made in future years to help improve the overall tryout process.