



# NWW Evaluations Manual 2025-2026

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## Introduction

The purpose of an Evaluation system is to fairly and accurately assess the skills of players in each age group. The NWW Evaluations process is based on the [Hockey Canada Minor Hockey Development Guide for player evaluation and selection](#).

Evaluations are an important part of every hockey season and tie directly into the development process. Improper placement during the Evaluation process, where a player either struggles to keep up with, or dominates the team they are on, often has negative consequences for the development of the player and their teammates. Frustration with Evaluations among parents and coaches is a common theme in kids sports, and this time of year can be stressful and hectic as it coincides with kids returning to school.

The NWW association strives to have a fair, transparent, and consistent Evaluations process for all players and age groups. We encourage all our members to read through this document and submit any questions on the process directly to our Evaluations Director or VP Operations.

As a volunteer-driven organization, our program depends on contributions of time and energy from many individuals. If you would like to contribute to the NWW Evaluations process, please sign up using the NWW website's [Signup – Association Volunteer Roles](#) page.

## Evaluations Philosophy

Hockey is one of the most skill intensive sports, and the combination of skating, stick work, and hockey sense takes years to develop. Each age group has specific skills that can be used to differentiate players, and as the complexity and speed of the game increases, the focus of Evaluations shifts from basic skills, such as skating and passing, to positional play using awareness and tactics.

Evaluations are designed to assess a player's skills that are appropriate for their age group, so that similarly skilled players can develop together in a fun, competitive environment. Placing players in a division where they can't keep up with the pace of play can result in demotivation and stalling of their development. Likewise, players whose skill far exceeds that of their division can lose out on the development that comes from pushing themselves to compete against better players.

Evaluation scores are a **relative** assessment of a player's abilities compared to the group they are being evaluated with and are only a snapshot in time of their skill level. Development and progression take time and effort from players, coaches and parents, and a player's assessment in any given year should not be taken as a prediction of future performance.

No Evaluation system is capable of 100% accuracy, but the **NWW strives to place players within one division of their optimal skill level for development**. There will always be stronger and weaker players on any given team, and player development throughout the season will vary by individual.



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## Parent and Player Expectations

The Evaluation process is a considerable undertaking that happens very quickly each September and requires many volunteers. These people dedicate a significant amount of their own time and energy to ensure this process runs smoothly and effectively. Please keep in mind that these parents are doing their best to ensure a fair selection process for all children in the association. Any questions or concerns should be directed respectfully to the age group Evaluations Coordinators. When necessary or appropriate, the Evaluations Committee may respond to those inquiries directly.

**24 Hour Rule:** Parents are expected to wait at least 24 hours before contacting an age group Evaluations Coordinator to discuss concerns.

## Evaluations Committee

The NWW Board of Directors establishes an annual Evaluations Committee to provide accountability and oversight of the Evaluations process. The Committee is responsible for:

- Approving the Evaluations Manual
- Administering the Evaluations process
- Providing directions to the age group Evaluations Coordinators
- Resolving complaints and grievances
- Reviewing and approving team formation

Members of the Evaluations Committee for the 2025-2026 season are:

Member	Association Title
Sean David	President
Brian McKenzie	VP Operations
Steve Lajoie	Evaluations Director

Evaluation Committee members do not participate in any player assessment or scoring within the association.

## Age Group Volunteers

Each age group will have an **On-Ice Evaluations Lead**, who will be responsible for:

- Coordinating on-ice helpers during timing drills
- Setup, explanation, and demonstration of drills for players
- Ensuring pucks/pylons, etc. are at the arena
- Officiating gameplay and overall supervision of the ice surface while players are on it
- Balancing/rotating lineups if necessary to ensure competitive play
- Delegating any of the above to other on-ice helpers



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The On-Ice Evaluation Lead should be present at all or most of the ice times and **does not evaluate individual players.**

Each age group will also have an **Evaluations Coordinator** who is responsible for the administration and coordination of the age group. This includes:

- All age group communication and scheduling
- Player sign in/attendance
- Bib numbers and pinnie colour assignment and tracking
- On-ice and off-ice volunteer coordination (running benches/clocks)
- Evaluator coordination (TeamGenius login & instructions)
- Responding to general inquiries regarding the Evaluations process

## Evaluators

As the Evaluations process feeds directly into the season and player development, the NWW uses coaches from within the association to participate in the Evaluations process. This is intended to provide a consistent standard of skill assessment and helps to reinforce age group specific skills that coaches can incorporate in their development plan each season.

**Coach Evaluators:** All Head Coach and Assistant Coach applicants must evaluate a **minimum of 20 games** (Small Area or Full-Ice) in age groups other than the one they are applying to coach, in order to be considered during the selection process. The Evaluations Committee and Volunteer Coordinator will assign ice times to each applicant that they will be responsible for. This volunteering will fulfill the Association Volunteering portion of the NWW Volunteer Bond.

**Non-Coach Evaluators:** Not all capable Evaluators are able to commit to coaching, so Evaluations volunteers are not limited solely to coaches, and anyone that is interested in being an Evaluator is encouraged to participate in the process. However, **no** Evaluator will be permitted to evaluate an ice time where their child is present. Volunteer hours will be tracked and will count towards the Association Volunteering portion of the NWW Volunteer Bond.

## Ice Session Formats

Evaluations can consist of up to 3 types of ice sessions: Technical Skate, Small Area Games (SAG) and Full Ice Games. Each type of session measures different skills, and as players move from one session type to another, the assessment of a skill shifts from isolated technique to how the skill is incorporated into the player's full game and overall hockey ability. Examples of skill focus for each type of session are below:



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Skill	Tech Skate	Small Area Games	Full Ice Games
Skating	Acceleration	Directional changes	Momentum
Stickhandling	Control	Puck protection	Deception
Passing	Accuracy	Vision	Anticipation
Shooting	Accuracy	Quick Release	Shot Strength
Checking	-	Stick checks	Gap control
Positional Play	-	Getting Open	Fwd/Def Specifics

Each age group has a mix of sessions based on the skills and concepts relevant to that age. A summary of ice times for each age group is below:

Age	Concepts	Player Focus	Tech	SAG	Full	Total
<b>U7</b>	Beginner Hockey	Parity & Fun	2	0	0	2
<b>U9</b>	Half Ice	Basic Skills	1	2	0	3
<b>U11</b>	Full Ice, Goalies	Positional Play	1	2	2	5
<b>U13</b>	Positions (F/D)	Position Specialization	1	1	3	5
<b>U15</b>	Body Contact	Tactics	1	1	3	5
<b>U18</b>	Strength & Stamina	Systems	0	0	4	4



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## Scoring

Evaluations scores can be a contentious issue, as the data is of a highly personal nature and based on a subjective assessment of an individual's skill by a group of people in a particular setting, at a single point in time. This information is kept in strict confidentiality, and the NWW Evaluations team **does not release individual player scores to anyone, including parents, coaches or other association volunteers.**

During the Evaluations process, the scores that each Evaluator provides are subject to review and comparison to the scores within the same sessions. This is done to identify bias and/or incompetence among the Evaluator group. If a particular Evaluator's scores differ significantly from the rest of the Evaluators in the session, the Evaluations Committee will review the data in conjunction with the age group lead and determine if that Evaluator's scores should be excluded from the calculation of player rankings. In this process ***the Evaluators will also be evaluated*** for their fairness and accuracy of skill assessment.

All scores are entered into TeamGenius ([www.teamgenius.com](http://www.teamgenius.com)) using the phone app.

- Evaluators should arrive at the rink with the app downloaded on their phone and a full battery.
- The age group Evaluations Coordinator will assign Timers/Evaluators at the rink and hand out login codes for that session. Scoring is done differently for each session (Tech/SAG/Full).

### Tech Skates

- All drills are timed.
- Drills incorporate more difficult skating maneuvers and puck handling for higher age groups.

### Games

- Evaluators will be given a subset of players on the ice to assess and will not evaluate every player on the ice.
- Every player should have a minimum of 5 different Evaluators assessing their skills, and the scores of the Evaluators will be compared for statistical relevance and bias. This is intended to allow Evaluators more time to focus on the individual players and their skills throughout the session and prevent "cramming" overlooked players into rankings at the end of an ice time.

### Small Area Games (SAG)

- The focus is on measuring fundamental skills in a game situation, where the reduced time and space create pressure and increase the frequency of puck touches for each player.
- This provides more opportunities for Evaluators to watch a player when they have the puck and are part of the play. Examples of SAG skill categories and what to evaluate are:



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SAG Skill	Characteristics To Look For
Skating	Smooth & balanced? Quick stops & starts? Constantly moving? Balanced transitions? Uses all edges? Comfortable skating backwards?
Puck Control	Head up? Quick/soft/smooth hands? Puck protection? Uses skates as well as stick?
Passing	Head up? Accurate & firm? Catches bad passes well? Sends flat pucks? Anticipates play? Reads teammates? Feeds through traffic/sauce over sticks?
Shooting	Head up? Proper shot selection? Accurate? In motion? Forehand & backhand? Hard shot? Quick release?
Hockey Sense	Gap control & checking? Uses nets/body? Gets open? Creative? Follows or anticipates play?

## Full-Ice Games

- Evaluations will focus on fundamental skills and also include assessment of checking and positional play.
- **Size Considerations (U15/U18 Levels with Body-Checking)**
  - At these levels, contact and physical play are a larger part of the game, and differences in players' size can influence how skills are applied. However, size itself is not a skill and is not an Evaluation category.
  - **Evaluators should:**
    - Comment on how players effectively they use their size advantage (reach, strength, body positioning) or how well they adapt to a size disadvantage (speed, angles, stick skills).
    - Avoid awarding "extra credit" to smaller players simply for competing at their size or deducting points from larger players solely for not dominating physically
    - Record size observations in the comments only for later consideration during team formation to ensure competitive parity. This ensures skill scores remain



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consistent, objective, and based on execution and decision making, while still allowing size to be considered when forming balanced teams.

Full-Ice Game Skill	Characteristics To Look For
<b>Feet</b>	Powerful, long strides? Balanced on one foot? Constantly moving? Uses outside edges well? Maintains momentum with transitions? Creates space with speed changes or deception?
<b>Hands</b>	Head up? Accurate shots & passes? Strong on puck? Good puck control?
<b>Checking Non-Body Checking</b>	Follows play and targets puck for possession? Stick lifts to take puck off opponents? Poke checks, places body between opponent and puck? Controls gap, watches chest not puck, stays between opponent and own net?
<b>Checking Body Checking</b>	Controls gap properly? Use body to maintain control of or gain control of the puck? Separates puck from players efficiently (in control of their body and using it effectively)? Strong / balanced base?
<b>Position</b>	Plays position well in each zone? Anticipates the play? Uses/supports teammates? Finds space? Uses blue line?
<b>Size (U15/U18 Body Checking Only)</b>	Uses their size advantage effectively? Adjusts to a size disadvantage effectively?

## SAG and Full-Ice Game Scoring

- Skill scoring is done on a scale of **1-7** (excluding attitude), where the score represents the player's skill level with respect to the rest of the players on the ice.
- **1** corresponds to players who consistently struggle to keep up with the skill level and **7** indicates the player that consistently dominates the group.
- The relative scores are then added, and the players are ranked with top and bottom players from each session moving to appropriate groups for the next skates. The players in each group are then distributed evenly between teams.
- The scores for players within a group are expected to follow a **normal distribution**, i.e., large grouping around the average, with outliers at the top and bottom end.





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Score	Descriptor	Summary	Players (per 30)
1	Significantly Below Group	The player consistently struggles to keep up	1
2	Below Group	The player is frequently out of position, lacks control	2-3
3	Developing	The player shows some skill but is inconsistent in execution	4-5
4	Average	The player fits in well with the current group	15
5	Above Average	The player makes a noticeable impact	4-5
6	Strong	The player stands out regularly with performance	2-3
7	Dominant	The player is consistently the best in the group, exceptional play	1



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## Age Group Specific Skills

For all age groups, Hockey Canada's core skills (skating, shooting, stickhandling, etc.) are used to evaluate and rank players. The specific traits within each skill vary by age group and connect Evaluations to the development process throughout the season. In this way, Evaluations also reflect the effectiveness of the association's coaching. The traits for each age group are:

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### U7

**Skating** – Forward stride & glide, able to turn and stop

**Stickhandling** – Proper grip, not leaning on stick

**Shooting** – Maintains balance after shot

**Passing** – Can pass to a target

**Checking** – Follows play and targets puck for possession

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### U9

**Skating** – Can turn/glide on 1 foot, perform 2-foot stops, basic backwards stride

**Stickhandling** – Forehand/backhand carry while moving

**Shooting** – Shoots while moving, can lift puck off ice

**Passing** – Passes while moving, can catch pass in stride

**Checking** – Stick lifts to take puck off opponents

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### U11

**Skating** – Performs forward crossovers, pivots, tight turns

**Stickhandling** – Dribbles puck while moving, avoids pressure

**Shooting** – Shoots with head up, raises puck

**Passing** – Makes accurate passes while skating fast

**Checking** – Poke checks, places body between opponent and puck

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### U13

**Skating** – Performs backwards crossovers smoothly, builds speed with forwards crossovers

**Stickhandling** – Deker while moving, uses body to protect puck

**Shooting** – Hard, accurate wrist shots, uses backhands

**Passing** – Anticipates and leads target with passes, catches passes on forehand & backhand

**Checking** – Controls gap, watches chest not puck, stays between opponent and own net

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### U15

**Skating** – Accelerates with puck on stick, uses linear crossovers and speed changes to create space

**Stickhandling** – Controls puck under contact/checking pressure

**Shooting** – Hard snapshot/slapshots using stick flex, quick release

**Passing** – Gives and receives hard passes, uses pass fakes and deception

**Checking** – Uses body to separate opponent from puck



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## U18

**Skating** – Shrinks the ice space with their speed, maintains momentum on transitions

**Stickhandling** – Difficult to take puck off player in 1v1 situation with head up

**Shooting** – Potential to score from anywhere in the zone

**Passing** – Tape to tape, uses saucer passes effectively in traffic

**Checking** – Strong and balanced while giving and receiving hits

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## Age Group Evaluations Formats

The Evaluations schedule for each age group is posted in the Evaluations section of the [NWW website](#).

- The general format for Evaluations is progressive movement/ranking of players as they move from one ice session to the next.
- After each session, the groups are re-ranked according to the scores from that session, with movement up and down between groups.
- The number of players moved between sessions will be determined by the Evaluations Committee based on the relative spread in scores and number of registrants/teams in the age group.
- In general, players should expect more movement between groups early in the process, but as the sessions progress the groups will become increasingly focused and skill disparity will decrease.

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## U7

The focus of this age group is on creating parity teams that will foster a fun environment to introduce players to the game of hockey.

The U7 Evaluation process consists of two, timed technical skate sessions with simple drills.

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## U9

Evaluations will consist of 3 ice sessions

- Session 1 will be a technical skate, after which players will be ranked
- Session 2 will have round robin SAG where 4 evenly distributed teams will play single 15-minute periods against each other (3 periods total) in one hour
- After session 2, players will be sorted into groups based on their performance in session 2
- Players will be sorted into divisions for U9 after session 3



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## U11

Evaluations will consist of 4 ice sessions:

- Session 1 will be a technical skate, after which players will be ranked into groups A & B
- Session 2 will consist of evenly distributed teams from group A playing a round robin SAG, and the same for group B
- After session 2 the players will be ranked and sorted into a new group
- Sessions 3 & 4 will be full ice games, with player movement after the first session
- Final placement will be based on the player's ranking in the final 2 full ice sessions

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## U13

Evaluations will consist of 5 ice sessions:

- Session 1 will be a technical skate, after which players will be ranked within their declared positions (forwards & defense)
- Session 2 will have a round robin SAG where 4 evenly distributed teams will play single 15-minute periods against each other (3 periods total) in one hour consisting of 3 on 3 cross ice continuous play
- Sessions 3, 4, and 5 will be Full-Ice Games consisting of ~30 skaters and movement after each session
- Final placement will be based on the player's ranking in the final 2 full ice sessions

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## U15

Evaluations will consist of 5 ice sessions. After each session, players will be ranked within their declared positions (forwards & defense) and contact preference (BC = Body Checking & NBC = Non-Body Checking)

- Session 1 will be a Technical Skate,
- Session 2 will have a round robin SAG where 4 evenly distributed teams will play single 15-minute periods against each other (3 periods total) in one hour consisting of 3-on-3 cross ice continuous play.
- Sessions 3, 4, and 5 will be Full-Ice Games with movement between groups after each session
- Final placement will be based on the player's ranking in the final 2 Full-Ice sessions

**Players who select Body Checking are not guaranteed to be placed on a BC team,** as interest often exceeds the available positions in BC tiers. Hockey Calgary places limits on the quantity of teams in BC tiers to ensure that players engaging in contact have the necessary hockey sense and physical skills to participate in Body Checking.



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## U18

Evaluations will consist of 4 Full-Ice Games. After each session, players will be ranked within their declared positions (Fwd & Def) and contact preference (BC = Body Contact & NBC = Non-Body Contact)

- Session 1 will be a Full-Ice Game where players will be initially sorted into groups based on their previous year's team ranking.
- Sessions 2, 3 & 4 will be Full-Ice Games consisting of approximately 30 skaters and movement after each session.
- Final placement will be based on the player's ranking in the final 2 Full-Ice sessions
- Players who select Body Checking are not guaranteed to be placed on a BC team, as interest often exceeds the available positions in BC tiers. Hockey Calgary places limits on the quantity of teams in BC tiers to ensure that players engaging in contact have the necessary hockey sense and physical skills to participate in body checking.

## Game Play Guide / Shift Length

Shift length will be managed differently by age group to balance development, pace of play, and Evaluation quality:

- **U7 & U9: Timed shifts for all games.** Timed changes ensure equal ice time, maintain flow, and support developing players who may not yet recognize when to change.
- **U11: Timed shifts for the first two Full Ice games, then no timed shifts for the final two Full Ice games.** This allows Evaluators to see players in both structured and game-like scenarios.
- **U13 - U18: No timed shifts.** Players are expected to manage their own change length as in regular game play. On-Ice Evaluation Leads will monitor and encourage appropriate shift changes if needed.

### Rationale:

- Younger players benefit from the structure of timed shifts to promote equal participation and avoid overly long shifts.
- At the U11 level, a mix of timed and untimed shifts gives Evaluators a broader view of player habits and stamina.
- From U13 onward, self-managing shift length is a core game skill, and removing timed shifts allows Evaluators to see how players handle this responsibility.
- Evaluators focus on skill execution and decision-making — whether reviewing isolated “events” or an entire shift — and should not base scores solely on shift duration.

### Evaluator Note:

- If a player's shift management (too long or too short) significantly impacts their effectiveness or team play, note this in the **Comments section**.
- It should only affect scores if it clearly reduces skill execution or game impact.



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## Prep Skates

These are optional ice sessions and do not count towards a player's evaluation or team placement. Players are required to wear full equipment, and the On-Ice Evaluation Leads will be running a series of sessions with the goals of:

- Allowing kids to feel the ice again before Evaluations start (and try out new gear for kids that have grown since the prior year)
- Demonstrate the skills for the Technical Skates, so kids are familiar with those drills
- Run Small Area Games or Full-Ice scrimmages to prepare kids for Full-Ice Games

For 2025, the number of Prep Skates per age group is as follows:

Age Group	# of Prep Skates
U7	1
U9	2
U11*	4
U13	3
U15**	3 + Checking
U18	2

### \*U11

When players transition from U9 to U11 hockey, they are introduced to the [Canadian Player Pathway](#).

The pathway mandates that players are not to have scheduled Evaluations prior to the start of the school year, and that each player must receive a minimum of four practices and/or skill sessions prior to formal evaluations. The NWW provides these four optional sessions for members.

### \*\*U15

U15 is the first year for the option of full contact hockey in Calgary. Full contact, also referred to as Body Checking (BC) is optional and families may opt out of contact by specifying Non-Body Checking (NBC).

- As part of the Prep Skates, the NWW offers a Checking Clinic - all players are required to attend regardless of the designation of BC or NBC.
- These clinics will introduce the difference between full contact (BC), which includes body checking, and body contact in puck engagement (NBC) without body checking. This concept is very important for player and parent understanding of the contact boundaries in BC & NBC.

**Body Checking** - a player's attempt at gaining the advantage over the opponent with the use of the body. Checking results when two opposing players collide while skating in opposite directions or when positioning and angling allows the checker to use the force of the body to gain the advantage. A player needs to be in possession of the puck for a body check to be initiated by the opposing player.



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**Body Contact** - Incidental contact between two opposing players in pursuit of the puck or position on the ice in the same direction. Body contact occurs as a result of the movement of two players. Body contact occurs at all age levels and with increasing impact as players grow and develop.

- Groups are assigned based on the player's previous team and BC or NBC selection.

## Missed Evaluations

Players who are absent from one or more ice sessions may not be properly evaluated. It is the responsibility of the parent and player to inform the age group Evaluations Coordinator of a player's absence as soon as possible.

- For Technical Skates it may be possible to attend an alternate ice time, but for SAG and Full-Ice Games, the player will not be able to be evaluated.

In a situation where a player is injured/sick and unable to complete the remainder of the Evaluations, the player will be provisionally placed on a team at the discretion of the Evaluations Committee.

- This decision will be based on multiple factors, and may include Evaluation scores up to that point, previous year's placement, and potential consultation with prior coaches.
- All placements for players that miss the end of the Evaluations process are final and not subject to appeal.

## Goaltender Evaluations

If your child is registered as a full-time goalie or a hybrid goalie, please contact the Goalie Coordinator at: [goaliecoordinator@nwwarriorshockey.com](mailto:goaliecoordinator@nwwarriorshockey.com). A Goalie Coordinator is assigned to each age group to coordinate between Evaluations Coordinators and the goalies for the age group.

- Goaltender Evaluations include two Technical Skates (drills arranged by the external Evaluators), and Small Area Game and Full Ice Game performance (evaluated by external Evaluators).
- Goalies will be assigned to full-ice times and are required to attend these games to be evaluated.
- Hybrid goalies will be asked to skate as a player in the session appropriate for their skill level as a player and attend a 2<sup>nd</sup> session as a goalie.
- Goalies may be asked to attend more than one ice session depending on the quantity of Evaluation sessions compared with the quantity of goalies in an age group.
- The NWW uses an external firm for Goaltender Evaluations for all goaltender Technical Skates, SAG and Full Ice Games. In addition, parent or community Evaluators may be selected to assist in developing a ranking for the goalies during their game performance.



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Goaltender Skill	Characteristics
<b>Positioning</b>	Square to the shot? Correct angle? Correct depth? Is the goalie in the right spot to make the save?
<b>Hockey Sense</b>	Tracking the puck? Anticipating the play? Aware of danger? Following the puck behind the net / corners? Freeze the puck / continue the play as appropriate?
<b>Control</b>	Are rebounds controlled? Was the appropriate save used? Has the goalie recovered for the rebound?
<b>Movement</b>	Is the stance correctly balanced? Quick movements and adjustments? Smooth skating? Sliding? Stopping? Post protection?
<b>Compete</b>	Does the goalie attempt to make every save or give up? Do they battle through contact? Screens? How do they react after a goal? Are they engaged when the puck is in the other zone?

## Communication

- All communications pertaining to Evaluations will be done via email using **TeamLinkt** group lists.
- At the commencement of Evaluations, all players will be assigned to a **TeamLinkt** group and will receive group-specific communications from their age group Evaluation Admin Coordinator.
- Parents are responsible for accepting the **TeamLinkt** invite and updating their child's profile to ensure the correct email addresses are entered for all family members that wish to receive communication.

## Team Formation

- Teams will be formed based on the players' ranking. The players' final ranking will be determined by a combined weighting (45%/55%) of their final two games, except for U7 which will be based on the results of the Technical Skate alone.
- Players who are ill or absent for one or both of the final two games will be placed on the team deemed most appropriate based on the available Evaluation information, which may include previous games and/or Technical Skates.
- Team formation includes the members of the Evaluation Committee, the age group On-Ice Coordinator, the age group Evaluations Coordinator, the overall Goalie Coordinator, the age group specific Goalie Coordinator, the Coach Committee, and the Director of Hockey Operations. In addition, members of the Board are invited to observe. All members present introduce themselves and identify any conflicts they have with a child in the age group. When the review of rankings and team formation for that player occurs, the conflicted individual must leave until the conclusion of any discussion on that team.





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## Video Recordings

- Video recordings may be used as part of the Evaluations process.
- These recordings are not available for distribution or review following Team Formation, but they may be used during the Evaluation process to obtain additional Evaluator scores, assist with goaltender Evaluations, by the Evaluations Committee in evaluating the Evaluators, and for other needs as required by the Evaluations Committee.

## Coach Selection

- All prospective coaches are asked to submit an application prior to Evaluations commencing.
- Coaches will be selected following the team formation process from the available Parent Coaches who have applied and have been approved by the association.
- Coach selections are made by the Coach Coordinators with input from the Evaluations Committee.
- No players will be moved up or down a Tier to fulfill a coaching requirement.
- If no Parent Coaches are available, a parent will be requested to fulfill the role of Head Coach, and a non-Parent coach will be assigned to the team.