

Bow River Bruins Hockey Association Player Evaluation Policy





Revised 2026

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Introduction

Mission Statement

The Bow River Bruins Hockey Association (the “**BRBHA**”) strives to create an environment where players can enjoy the game and achieve success based on their individual skill levels.

Evaluation Philosophy

The Bow River Bruins evaluation process is player-focused, aiming to provide a fair, consistent, and comprehensive assessment for all athletes. Players are placed on teams according to their demonstrated skill level relative to others in the same age group and category.

Our philosophy is that players are grouped with others of similar ability, regardless of positional preference. Building teams strictly by position (e.g., the top nine forwards and top six defence) can result in one positional group being stronger than the other, which is not desirable from a team perspective.

Development is most effective when players compete alongside teammates of comparable ability during practices and drills. Similarly, during competition against other teams, it is essential that all players are able to perform at the appropriate level.

At younger ages, players often change positional preferences as they grow and develop. From a personal development perspective, it is important that players gain proficiency and confidence at both forward and defense positions. This approach provides team balance, supports individual growth, and prepares players for future levels of hockey.

The evaluation process includes multiple stages. We encourage parents and players to review each phase to understand its purpose and goals.

Evaluations can be a demanding time for players, parents, and volunteers. We ask everyone to approach the process with patience and respect.

Please note: All evaluation staff are volunteers donating their time to support a fair and positive experience for every player. **Abuse toward volunteers will not be tolerated** and may result in disciplinary action or sanctions.



Communication

Through clear communication, structured ice sessions, and objective evaluation methods, the Bow River Bruins strive to ensure that every player has a fair, transparent, and meaningful evaluation experience.

Effective communication ensures all stakeholders—players, parents, evaluators, and executive members—understand the evaluation procedures and expectations.

For questions or concerns about evaluations or general hockey matters, please contact your **Age Group Coordinator (AGC)**. Contact information is available on the [BRBHA Website](#).

Player Evaluation Apparel Requirements

The player evaluation apparel requirements is to ensure all players wear similar, neutral gear during evaluations.

- Jerseys
 - Players must have one **black** jersey and one **white** jersey for every evaluation ice time
 - Jerseys should be as plain as possible
 - No other jersey colors are permitted on the ice during evaluations
- Socks
 - Socks must be plain black or official Bow River game socks
- Pants
 - No colored pant shells are allowed
- Helmets
 - Helmet decorations should be minimal



Evaluation Roles

The BRBHA extends its thanks to all members who volunteer during evaluations. Without your time and effort, our teams could not be formed.

Evaluation Committee

The BRBHA Board of Directors will establish an Evaluation Committee annually to oversee all evaluations and ensure accountability in the process. The committee approves all major evaluation functions, administers the process, and provides direction to Age Group Coordinators as needed. The 2nd Vice President will oversee the Evaluation Committee on behalf of the BRBHA Board of Directors and serves as a member. Additional members will be appointed as required.

Coach Selection Committee

The Coach Selection Committee is led by the 1st Vice President and includes additional members as required. This committee is responsible for selecting coaches for all BRBHA teams.

Age Group Coordinators

During evaluations, Age Group Coordinators are responsible for:

- Communicating with members about evaluation times and processes
 - Distributing ice times and bib/pinnie numbers
 - Providing operational needs such as pucks, pylons, and on-ice volunteers
 - Coordinating volunteers to run benches and clocks
-

Pinny Desk/Data Entry/Timekeeper and Bench

(click here to [Sign Up](#))

Volunteers in these roles are essential to running smooth and efficient evaluation sessions. You may volunteer for **any age group**, not just your player's.



Please note:

- Volunteering during evaluations **does not count** toward fulfilling your annual Volunteer Bond.
 - All evaluation volunteers must also take on a volunteer role with their assigned team during the season.
-

Coaching

Head Coaches and Assistant Coaches are expected to actively participate in the evaluation process. Requirements include mandatory evaluating:

- **Within your designated age group:** Minimum **10 hours** of evaluation participation **AND**
- **Outside your designated age group:** Minimum **5 hours** of evaluation participation.

The Evaluation Committee will track all volunteer hours and share them with the Coach Selection Committee to confirm eligibility for Head or Assistant Coach positions.

Evaluators

All evaluators must attend a **mandatory meeting** covering:

- Evaluation session format
- Scoring system and criteria
- Completing evaluation forms
- Time commitment expectations

Evaluator Guidelines:

- **Eligibility:** Evaluators may assess players at the same level as the one they coach or where their child plays, but they **cannot evaluate their own child**.
- **Experience:** Evaluators should have a strong hockey background.
- **Impartiality:** No interaction is allowed between evaluators and parents during evaluation sessions. This helps maintain fairness and objectivity.



- **Confidentiality:** All evaluation results and observations are confidential and must not be shared or discussed at any time.

Code of Conduct: Any attempt by a parent to interact with an evaluator during evaluations will be treated as a violation of the **Parent Code of Conduct**.



Player Exceptions- Sickness, Injury, and Partial Attendance

If a player cannot attend an evaluation session due to illness, injury, or another valid reason, their parent or guardian must notify the Age Group Coordinator before the next scheduled session for the exception to be considered.

Once a player has participated in a session and received scores, those scores will remain part of their evaluation and will not be removed under any circumstances.

1. Sickness

- Players who are sick or exhibiting symptoms of illness are not permitted to participate in evaluations.
 - If BRBHA becomes aware that a player is attempting to participate while ill, they will not be permitted on the ice in accordance with BRBHA policy.
-

2. Injury and Partial Attendance

Exceptions will be reviewed case-by-case by the Evaluation Subcommittee, based on:

- Pre-season injury or medical condition *
- Injury during evaluations *
- Illness *
- Family emergency
- Participation in quadrant tryouts

* Dr. Note must be provided to the Age Group Coordinator

3. Other Commitments (e.g., Travel)

- Notify the Age Group Coordinator in writing immediately upon receiving the evaluation schedule.



4. Special Rulings

- In exceptional situations, the BRBHA Executive may review and adjust placements to ensure fairness.

No other player will be moved solely to accommodate a special ruling.

Placement Criteria

A. Inadequate Participation (Fewer than 2 Evaluation Scores)

- The Evaluation Committee will consider the final team placement of the player's returning teammates from the previous BRBHA season in the same age group.
- Example:
 - 3 teammates placed on Team 3
 - 2 on Team 4
 - 3 on Team 5
 - Absent player may be placed on Team 3, 4, or 5.
- Previous season coaches are consulted for a confidential depth chart ranking. This is advisory only and will not be the sole determinant of placement.

B. Adequate Participation (2 or More Scores)

- The player's average score will be used until they can resume participation or evaluations conclude.
- Rankings may shift if other players' scores change during ongoing evaluations.

C. Players New to BRBHA or With No Returning Teammates

- Placed based on the best available information.
- Evaluated during at least two team practices.
- Adjustments may be made if a mismatch is identified.

Important: BRBHA's philosophy is that no player should gain or lose an advantage due to missing evaluation sessions.



Officiating and Player Conduct During Evaluations

Referees will be used for officiating during 4-on-4 half-ice and scrimmage sessions. In their absence, on-ice instructors will assume officiating duties.

Minor Infractions:

- Actions that would typically result in a minor penalty will lead to the player being placed on the bench for the remainder of their shift.

Serious Infractions:

- Dangerous or disrespectful behavior will result in the player being removed from the remainder of the session.

Any player removed from the ice must receive approval from the Evaluation Committee before being permitted to continue with the evaluation process.



Evaluation Process

The number and format of evaluation sessions for each age group are outlined in the table below. Unless otherwise decided by the Evaluation Committee, all ice times are one hour in length.

Attendance is mandatory to ensure fairness and consistency across all sessions.

The chart below provides a brief overview of the process for each age group. For detailed information, please refer to the section specific to your player's age group.

Session #	U9	U11	U13	U15 Body Checking	U15 Non-Body Checking	U18 Body Checking	U18 Non- Body Checking
1	Skills	Skills	Scrimmage	Scrimmage	Scrimmage	Scrimmage	Scrimmage
2	Skills	Scrimmage	Scrimmage	Scrimmage	Scrimmage	Scrimmage	Scrimmage
3	4-on-4 (half ice)	Scrimmage	Scrimmage	Scrimmage	Scrimmage	Scrimmage	Scrimmage
4	4-on-4 (half ice)	Scrimmage	Scrimmage	Scrimmage	Intra-Squad /Coach Picks	Scrimmage	Intra-Squad/ Coach Picks
5	4-on-4 (half ice)	Scrimmage	Scrimmage	Scrimmage		Scrimmage	
6	n/a	Intra-Squad / Coach Picks	Intra-Squad/ Coach Picks	Intra-Squad / Coach Picks		Intra-Squad/ Coach Picks	

Preseeding

Pre-seeding groups players of similar skill levels at the start of evaluations. This process maximizes each player's opportunity to succeed, feel comfortable among peers, and have a positive evaluation experience.

Players are placed into initial groups based on:

- The age group and level at which they played in the previous season
 - Placement of similarly ranked players
 - Previous season coach evaluations
 - Group size and balance considerations
-

Pre-Seeding Guidelines

Returning Players

- Assigned to evaluation groups through the pre-seeding process.

New to Hockey

- Placed in the lowest evaluation group to start.

Transfers Within Calgary (Zone 9)

- Group placement is based on a divisional comparison of the player's previous team to the most comparable Bow River team.
- If insufficient data is available, placement is at the discretion of the Evaluation Committee.

Transfers from Outside Calgary

- Placement is at the discretion of the Evaluation Committee.
- These players may skate in multiple groups to determine the most accurate placement.

Important Note

Previous team placement does **not** guarantee a specific evaluation group. Players may start in groups higher or lower than their former teammates.



NWCAA/Calgary Fire RELEASED PLAYERS U13-U18

The BRBHA respects the Northwest Calgary Athletic Association (NWCAA) and Calgary Fire evaluation process; however, players released from NWCAA/Calgary Fire teams are **not** automatically placed on BRBHA's top-tier (Team 1) rosters. All released players must participate in BRBHA's evaluation process.

If NWCAA/Calgary Fire evaluations are complete before BRBHA evaluations begin:

- Placement follows BRBHA's **Pre-Seeding Policy**.

If NWCAA/Calgary Fire evaluations are still in progress when BRBHA begins:

Final cuts from NWCAA/Calgary Fire will be placed in BRBHA's **top evaluation group** for their first session after release.

Once BRBHA conditioning skates have commenced, players released to BRBHA will be assigned directly to an evaluation group based on the evaluation schedule. No conditioning skates will be provided following their release.

All BRBHA fees must be paid prior to the player participating in their first evaluation.



Evaluation Scoring and Player Movement

Evaluation Structure

- **Minimum evaluators per session:** 15
- **Ideal player-to-evaluator ratio:** 8–10 players per evaluator
- **Goal:** At least 5 independent scores per player per session to ensure reliable and consistent results.

Why It Matters

More evaluation scores per player create statistically stronger results. A larger pool of scoring data helps reduce bias and minimizes the risk of over- or under-evaluating a player's skills and potential.

Evaluation Scoring

Each area is scored on a whole-number scale from 1 to 7 - Half-points (e.g., 5.5) are not permitted.

Scoring Criteria- Skills (U9 and U11)

Evaluators will score players on the following four key skill areas:

- Full-ice skate
- Crossover tight turn
- Zig-zag shot
- Angle battle

Scoring Criteria -Scrimmages (All age groups)

Evaluators will score players on the following four key areas:

- Skating (forward and backward)
- Puck skills (passing and puckhandling)
- Compete level and Intensity
- Game Sense and Hockey Knowledge

Score Calculation and Grouping



A player's score for each session is calculated as the average of their four individual skill scores. Players are then ranked based on this average to determine their group placement for the next session.

Scores serve two purposes:

- To place players in the appropriate group for the next session.
- To rank players within that group

Player Movement

Player movement—both upward and downward—can occur throughout all evaluation sessions. Players are encouraged to perform their best in each session, as evaluations are ongoing.

- If a player is placed in a group that is significantly above or below their demonstrated skill level, the Evaluation Committee may reassign the player to a more appropriate group to ensure fair and accurate assessment.

Group Movement Adjustments

- When a player moves up a group, their score is adjusted to match the lowest score of the players remaining in the higher group.
 - Example: A player scoring a "7" in Group B who moves to Group A will be scored as equal to the lowest remaining player in Group A.
- When a player moves down a group, their score is adjusted to match the highest score of the players remaining in the lower group.
 - Example: A player scoring a "1" in Group A who moves to Group B will be scored as equal to the highest player in Group B.

This approach ensures fair movement and prevents players from leapfrogging others based on scores achieved in differing group contexts. Group management allows for both upward and downward player movement to ensure players are evaluated against similarly skilled peers.

Locking Players Prior to the Final Evaluation Session

At the discretion of the Evaluation Committee, a limited number of players may be "locked" out of the final evaluation session. These players will not participate in the final session, as their placement has been sufficiently established based on previous evaluations.



This process helps ensure accurate team placement while supporting an effective final evaluation session.

- Up to a maximum of 5 players per group (upper and lower) may be locked, for a total of up to 10 players.

Team Formation Process

Given the Association's objective of placing players according to ability, it is recognized that the limited evaluation period may not always capture the subtle but valuable aspects of a player's overall game.

The coach pick process provides Head Coaches with input into final team composition while giving players in the pick group one final opportunity to demonstrate their abilities prior to final team formation.

Following the final scrimmage session—the fifth (5th) on-ice session for U11, U13, U15 Body Checking, and U18 Body Checking, and the third (3rd) session for U15 Non-Body Checking and U18 Non-Body Checking—the Evaluation Committee will finalize the overall player rankings for each age group. Once the rankings have been finalized, the team formation process will begin with the identification of the lock and pick groups.

Locked and Pick Groups

- For each team, a set number of top-ranked players will be designated as the “locked” group.
- The next six ranked players will make up the pick group.
- The Evaluation Committee may expand the pick group by up to four players in cases of tied scores or other reasonable considerations, including positional balance.
- The BRBHA will not disclose to players or parents whether a player is part of the Lock Group or the Pick Group.

Team Size Adjustments

- If a team's roster is larger or smaller than 15 skaters, the pick group remains at six, and three coach picks will still be made.
- The number of locked players will be adjusted accordingly to complete the roster.
- Please refer to the table below for additional details on team composition, including the number of locked players, pick group size, and coach pick selections based on varying roster sizes.



<u>Lock/Pick Groups</u>			
<u>Team Size</u>	<u>Lock Group</u>	<u>Pick Group</u>	<u># of Picks/Selections</u>
14	11	6	3
15	12	6	3
16	13	6	3
17	14	6	3
18	15	6	3

Notes:

1. Team size referenced above excludes goaltenders, as goalies are selected through a separate process and are not included in the lock or pick groups.

Intra-squad/Coach Pick Games Process

- Referees will officiate all games to ensure game structure, safety, and player conduct.
- Players will be assigned to teams as evenly as possible based on the Evaluation Committee rankings.
- When making coach picks, coaches will consider the following criteria:
 - Player Skill Level
 - Team Fit: Includes positional balance.
 - Player Age: Second-year players vs first-year players
- Before coach picks are made, a member of the Evaluation Committee for the applicable age group will meet with the coach to review all players in the pick group. This review will include details such as:
 - The team and level each player played in the previous season
 - Position preferences
 - Any other relevant information
- Head Coaches will be present and actively involved throughout the coach pick process.



- If a team does not have a Head Coach in place by the time the evaluation process reaches the coach pick stage, a subcommittee of the Coach Selection Committee will appoint an appropriate individual to make the coach picks on behalf of that team.
- Coach selections will be made following the completion of each intra-squad game
- Intra-squad/Coach Pick games will continue as required until the remaining teams are at the same divisional level, as defined by the Hockey Calgary Team Grid.
- After the coach has made their picks, they must be reviewed and approved by the Evaluation Committee before being finalized.

Eligibility Requirement

To be eligible for selection from the pick group, a player must participate in the scheduled intra-squad/Coach Pick game in person. Players who are unable to participate will not be eligible for coach selection and will be placed by the Evaluation Committee based on the final evaluation rankings..

No Lobbying Policy

Parents are strictly prohibited from contacting coaches before coach pick games to influence or discuss the selection of their player. Any such attempt may result in the immediate removal of the player from the bubble.



U9 Evaluations

General Information

- No declared positions.
- Skaters play in a half-ice 4-on-4 format.
- Positional roles are not designated at this level.

Skill Sessions

- Players are evaluated through on-ice drills during the U9 skill sessions. These scores contribute 40% of the player's final evaluation, with the remaining 60% derived from the 4-on-4 session scores. The combined results determine each player's final ranking and team placement

4-on-4 Sessions - Half Ice

- 4-on-4 half-ice sessions will emulate game situations.
- Shift lengths will be determined by the Evaluation Committee prior to the start of each session and will remain consistent throughout that session. The Evaluation Committee may adjust the shift length before the start of any subsequent session as needed.
- Initial shift length recommendations:

Age Group	Shift Length
U9 (no face-offs)	90 seconds

Evaluation Scoring and Team Placement

Each area is scored on a whole-number scale from 1 to 7. Half-points (e.g., 5.5) are not permitted.

Team placement is based on the average scores from both Skill and 4-on-4 sessions

Scoring Criteria- Skills

Evaluators will score players on the following four key skill areas:

- Full-ice skate
- Crossover tight turn



- Zig-zag shot
- Angle battle

Scoring Criteria -Scrimmages

Evaluators will score players on the following four key areas:

- Skating (forward and backward)
- Puck skills (passing and puckhandling)
- Compete level and Intensity
- Game sense and Hockey Knowledge

*See Appendix A for an example Evaluation sheet.

Score Calculation and Grouping

A player's score for each session is calculated as the average of their four individual skill scores. Players are then ranked based on this average to determine their group placement for the next session.

Scores serve two purposes:

- Placing players in the appropriate group for the next session.
- Ranking players within that group

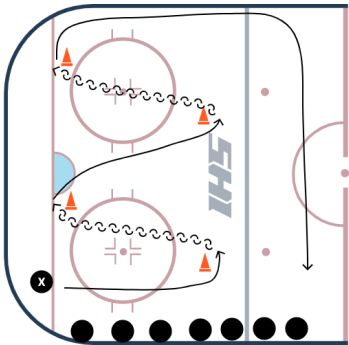
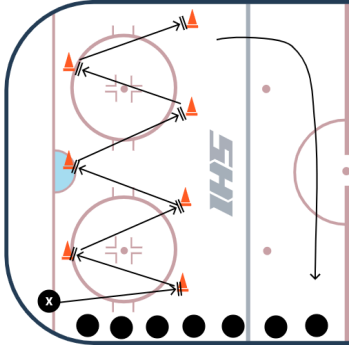
Team Placement

- U9 Divisions:

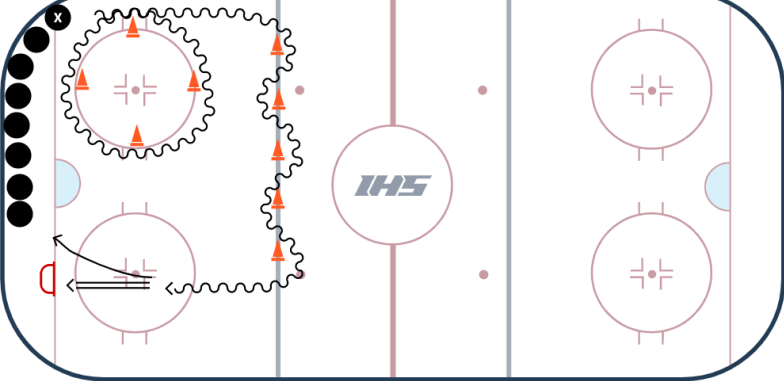
Team placement is based on the average scores from both Skill and 4-on-4 sessions.

Skills Session Drills

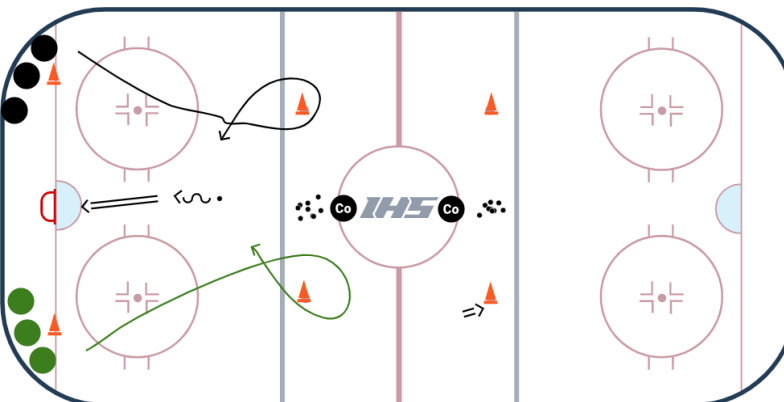
SESSION 1

  Forward / Backward Skating Stands Full Stops - Facing Stands	Drill 1A: 7.5 min - On whistle, player skates to pylon, transitions backwards to next pylon - Continue to last pylon - skate around dots back to line Drill 1B: 7.5 min - On whistle, player skates to pylon, full stop, skate to next pylon, full stop (always facing up ice) - Continue to last pylon - skate around dots back to line
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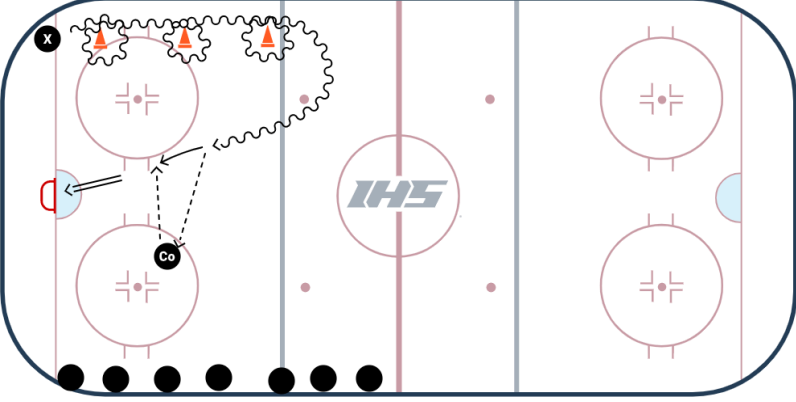
Drill 2: 15 Min. Crossovers and Weave with Puck

	• Player starts with puck and performs crossovers around circle • Weaves through pylons • Cut to the net and take a shot • Line up clear of the net <u>Flip drill to opposite side after 2 reps</u>
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Drill 3: Inside Out Race

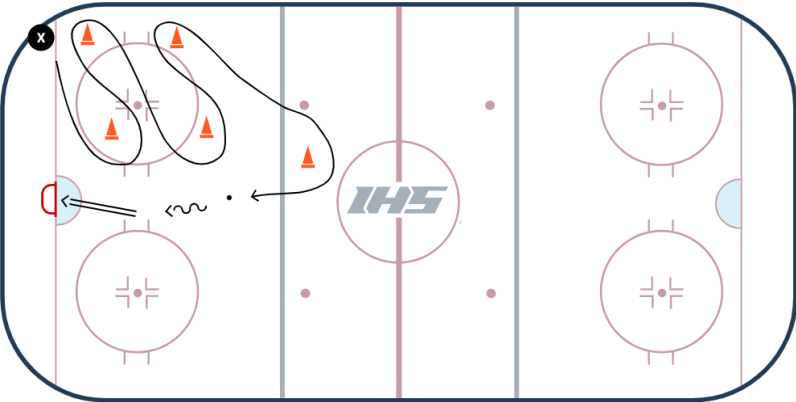
	• Half the players to each side, puck in high slot • On whistle, first player in each line skates towards cone and completes an inside out turn • Players race for the puck • First player to puck attempts to control it and stickhandle to top of crease for shot on net • Second player tries to backcheck and defend through body position and stick checking • Next pair starts on whistle Players must alternate lines, and coaches must mix up order, so they go against different players throughout the drill.
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Drill 4: 15 Min. Tight Circles with Puck

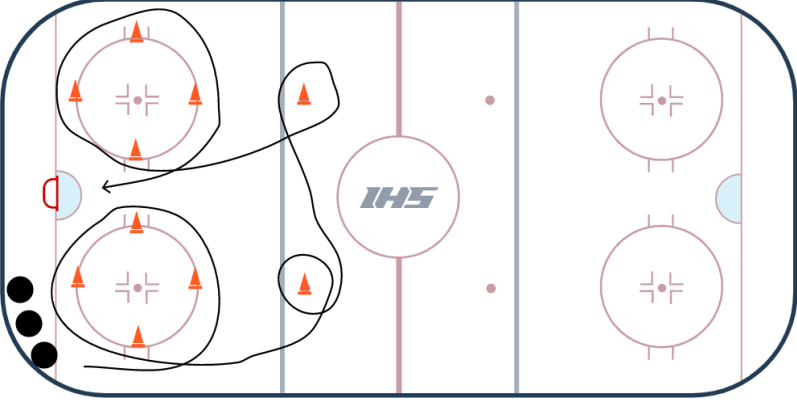
	• Player starts in corner • On whistle, with puck, player skates tight circles around pylons • Give and go with coach inside zone • Shot on net <u>Flip drill to opposite side after 2 reps</u>
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SESSION 2

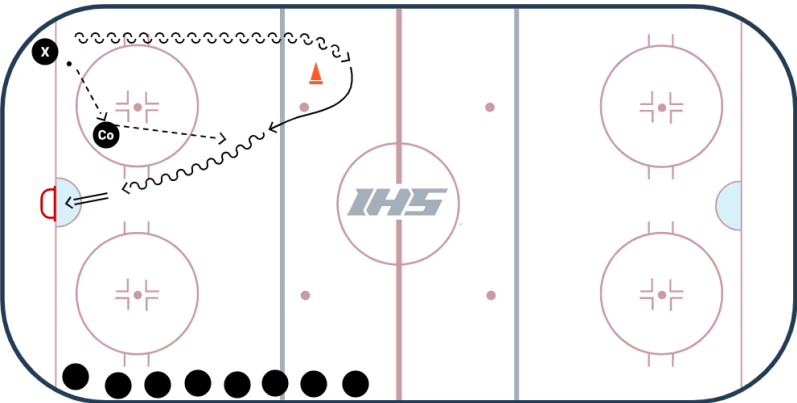
Drill 5: 15 Min. Hi / Low

	• Player starts in corner • On whistle, player weaves through pylons • Picks up puck inside zone • Shot on net
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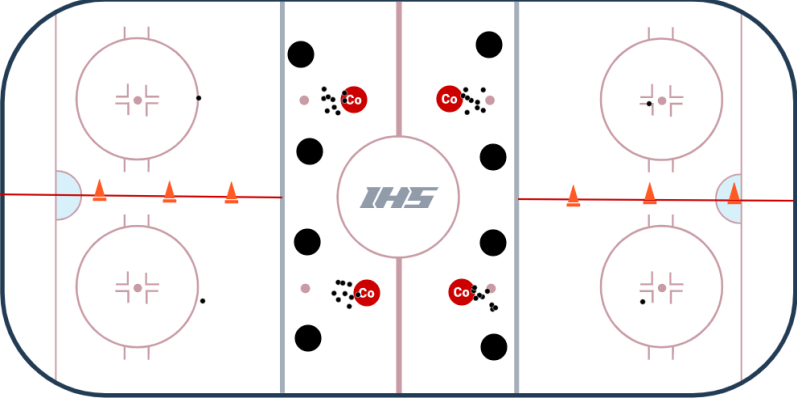
Drill 6: Crossovers and Tight Turns

	• Player starts in corner • First player skates up along boards and performs crossovers around circle • After one circle, player skates to blue line and performs a full circle around cone • Player skates across blue line and performs a tight turn in the <u>opposite direction</u> • Player skates to the hash marks of the far circle and performs crossovers around the circle • Player lines back up Can add pucks and a shot on net as a progression
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Drill 7: 15 Min. Backwards to Point – Net Drive

	• Player starts in corner with puck • On whistle, passes to coach • Skates backwards up wall to pylon • Skates forward to receive pass • Shot on net
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Drill 8: 15 Min. Angle Battle

 A diagram of an ice hockey rink showing the layout for Drill 8. The rink is divided into three sections by two vertical lines. The center section contains a large circle with the letters "IHS" inside. The two end sections each contain two smaller circles, one above and one below the center line. A red line runs horizontally across the middle of the rink, with orange triangles placed at the intersections of the red line and the vertical lines. Black dots are placed near the face-off circles in the end sections. Red dots with the letters "Co" are placed near the face-off circles in the center section. The diagram illustrates the setup for a 1-on-1 battle drill.	• Pucks are spotted near face off dots • On whistle, 1-on-1 • First player to the puck uses small space to maintain puck control, using body as shield • Other player angles, stick checks, and takes time and space away to gain control • If the puck goes out of the $\frac{1}{4}$ ice, coach will throw in a new puck • Battle until the whistle goes Make sure to switch up lines so players compete against different players
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U11 Evaluations

General Information

- No declared positions (except for full-time goalies).
- Evaluation Format:
 - Players rotate between forward and defence during sessions.
 - A structured rotation system ensures balanced exposure and ice time.
 - See Appendix B for Player Rotations
 - Evaluators assess overall player performance, not by position.
- Team Formation: Teams are based on similar skill levels, not positional needs.
- Team placement is based on the player's performance in the final three scrimmage sessions.

Skill Sessions

- Players are evaluated through on-ice drills; however, the purpose of the U11 skill session is to group players by similar skill levels for the upcoming scrimmage sessions. These initial scores do not count towards the final ranking or team placement.
- To maximize efficiency and ice usage, all on-ice personnel will be briefed on the drills in advance

Scrimmage Sessions

- Scrimmage sessions will emulate full 5-on-5 game situations.
- Shift lengths will be determined by the Evaluation Committee prior to the start of each session and will remain consistent throughout that session. The Evaluation Committee may adjust the shift length before the start of any subsequent session as needed.
- Initial shift length will be based on the following table (shift includes the face-off).

Age Group	Shift Length
U11	60-90 seconds



Evaluation Scoring and Team Placement

Each area is scored on a whole-number scale from 1 to 7. Half-points (e.g., 5.5) are not permitted.

Scoring Criteria- Skills

Evaluators will score players on the following four key skill areas:

- Full-ice skate
- Crossover tight turn
- Zig-zag shot
- Angle battle

Scoring Criteria -Scrimmages

Evaluators will score players on the following four key areas:

- Skating (forward and backward)
- Puck skills (passing and puckhandling)
- Compete level and Intensity
- Game sense and Hockey Knowledge

*See Appendix A for an example Evaluation sheet.

Score Calculation and Grouping

A player's score for each session is calculated as the average of their four individual skill scores. Players are then ranked based on this average to determine their group placement for the next session.

Scores serve two purposes:

- Placing players in the appropriate group for the next session.
- Ranking players within that group

Team Placement

The final evaluation score used for team placement is calculated as a weighted average of the final three scrimmage sessions:

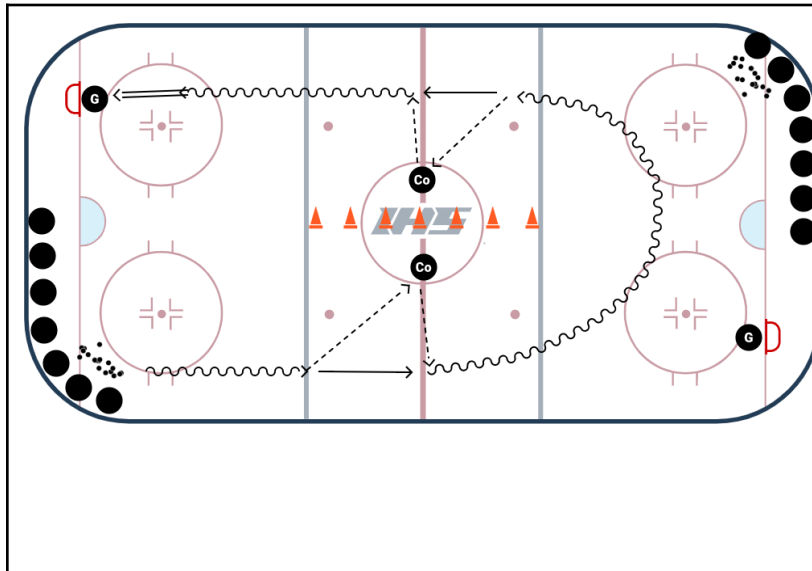
- Session 3: 33%
- Session 4: 33%



- Session 5: 34%

This ensures the most recent and relevant performance data is used for accurate team placement.

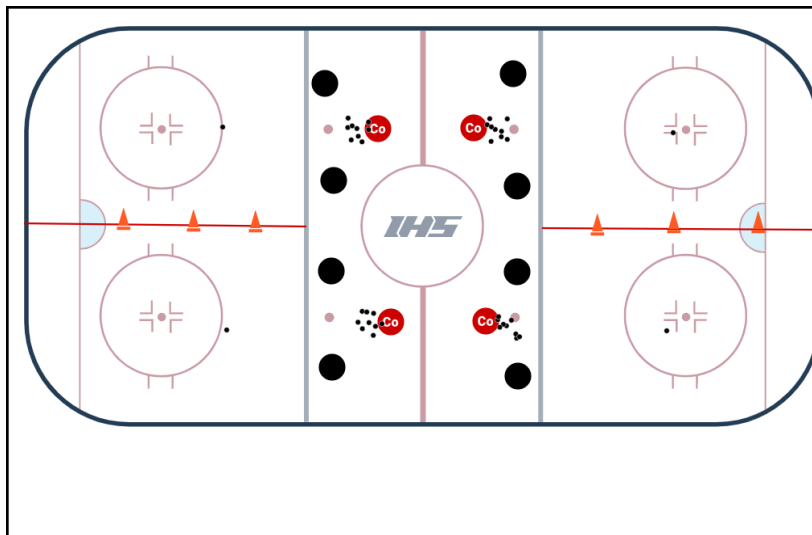
Drill 3: 15 Min.



- Players in opposite corner with pucks
- Nets offset, barrier down the middle
- Players skate full speed, with puck, and perform give-and-go with coach
- Players return up opposite side of the ice performing second give-and-go with second coach
- Shot on goal after second give-and-go
- Both lines go at once

Switch direction halfway through drill

Drill 4: 15 Min.



- Pucks are spotted near face-off dots
- On whistle, 1-on-1
- First player to the puck uses small space to maintain puck control, using body as shield
- Other player angles, stick checks, and takes time and space away to gain control
- If the puck goes out of the ¼ ice, coach will throw in a new puck
- Battle until the whistle goes

Make sure to switch up lines so players compete against different players



U13 Evaluations

Bow River U13AA Tryout

The BRBHA U13AA team is selected through a separate tryout process. For more information, please visit the Bow River website [U13AA](#)

Bow River U13 Evaluations

General Information:

- Preferred Positions: Players declare their preferred positions before evaluations.
- Evaluations: Players are primarily evaluated in their chosen positions.
- Position Shortages: Players may be asked to fill in other positions as needed.
 - o Players will not be evaluated when filling in other positions.
- Team Formation: Teams are based on similar skill levels, not positional needs.
 - o Final Position Assignment: Head Coach will determine final player positions for the season, regardless of evaluation position.
- Team placement is based on the player's performance in the final 3 scrimmage sessions.

Scrimmage Sessions

- Scrimmage sessions will emulate full 5-on-5 game situations.
- Shift lengths will be determined by the Evaluation Committee prior to the start of each session and will remain consistent throughout that session. The Evaluation Committee may adjust the shift length before the start of any subsequent session as needed.
- Initial shift length will be based on the following table (shift includes the face-off).

Age Group	Shift Length
U13	60-75 seconds



Evaluation Scoring and Team Placement

Each area is scored on a whole-number scale from 1 to 7 Half-points (e.g., 5.5) are not permitted.

Scoring Criteria -Scrimmages

Evaluators will score players on the following four key areas:

- Skating (forward and backward)
- Puck skills (passing and puckhandling)
- Compete level and Intensity
- Game sense and Hockey Knowledge

*See Appendix A for an example Evaluation sheet.

Score Calculation and Grouping

A player's score for each session is calculated as the average of their four individual skill scores. Players are then ranked based on this average to determine their group placement for the next session.

Scores serve two purposes:

- Placing players in the appropriate group for the next session.
- Ranking players within that group

Team Placement

The final evaluation score used for team placement is calculated as a weighted average of the final three scrimmage sessions:

- Session 3: 33%
- Session 4: 33%
- Session 5: 34%

This ensures the most recent and relevant performance data is used for accurate team placement.



U15 and U18 Evaluations

General Information

- Preferred Positions: Players declare their preferred positions before evaluations.
 - Evaluations: Players are primarily evaluated in their chosen positions.
 - Position Shortages: Players may be asked to fill in other positions as needed.
 - Players will not be evaluated on the Game Sense and Hockey Knowledge category when filling in for other positions.
 - Team Formation: Teams are based on similar skill levels, not positional needs.
 - Final Position Assignment: Head Coach will determine final player positions for the season, regardless of evaluation position.
 - Team placement is based on the player's performance in the final three scrimmage sessions.
-

Scrimmage Sessions

- Scrimmages will follow standard 5-on-5 game format.
- Shift lengths will be set by the Evaluation Committee before each session and remain consistent within that session. Adjustments may be made for future sessions.
- Initial Shift Length (including face-off):

Age Group	Shift Length
U15	60-75 seconds
U18	60-75 seconds

Body Checking Evaluation

Eligibility

- Players must declare at registration whether they wish to play on a **body checking** or **non-checking** team.



- A player may choose to move from the Body Checking evaluation stream to the Non-Checking evaluation stream at any point up to the **end** of the final Body Checking evaluation session (Session 5).
- Once the final Body Checking evaluation session (Session 5) has concluded, the player's selection of the Body Checking stream becomes final. This decision will remain in effect regardless of the team to which the player is ultimately assigned.
- To participate in body checking evaluations, players must:
 - Complete the mandatory BRBHA Body Checking Clinic, or
 - Sign a waiver confirming prior training or acceptance of body checking risks.

Sessions – Up to five checking evaluation sessions will be held for eligible players.

- After the second scrimmage, players whose scores indicate they are mathematically ineligible for placement on a Body Checking team will be moved into the Non-Body Checking evaluation stream. The Age Group Coordinator will notify ineligible players directly.
- Players may still transition to Non Body Checking after the fifth Body Checking session

Ranking – After the fifth session, players will receive a final ranking.

Non-Checking Transition – Players not making the U15/U18 BC3 team will move into the non-checking evaluation stream. The Age Group Coordinator will notify players of movement into Non Body Checking.

Evaluation Scoring and Team Placement

Each area is scored on a whole-number scale from 1 to 7 - Half-points (e.g., 5.5) are not permitted.

Scoring Criteria -Scrimmages

Evaluators will score players on the following four key areas:

- Skating (forward and backward)
- Puck skills (passing and puckhandling)
- Compete level and Intensity
- Game sense and Hockey Knowledge



When evaluating checking scrimmages, the following **Game Sense & Hockey Knowledge** elements will be scored:

1. Legal and Safe Body Checking

- Executes legal body checks: shoulder-to-shoulder contact only
- Avoids dangerous checks: no hits to the head or from behind
- Demonstrates awareness of checking rules and player safety

2. Receiving Contact

- Absorbs checks with control: knees bent, strong core, head up
- Uses the boards effectively for support and protection
- Maintains puck possession under pressure

3. Purposeful Physical Engagement

- Initiates contact to gain or protect puck possession
- Engages physically with intent, not recklessness
- Demonstrates physical confidence and composure

4. Gap Control and Angling

- Maintains an appropriate gap to pressure puck carriers
- Uses angling to steer opponents into vulnerable positions
- Shows understanding of timing and positioning before contact
- Head up while carrying or receiving the puck

5. Ice and Situational Awareness

- Keeps head up while carrying or receiving the puck
- Anticipates contact and adjusts body position accordingly
- Maintains puck control under physical pressure

6. Body Position and Battles

- Gains inside position and maintains body control
- Competes to improve or sustain advantageous positioning
- Wins 1-on-1 battles through smart body use

7. Will and Determination

- Shows willingness to initiate and receive body checks
- Competes physically to gain puck possession
- Displays resilience and courage in physical situations



*See Appendix A for an example Evaluation sheet.

Score Calculation and Grouping

A player's score for each session is calculated as the average of their four individual skill scores. Players are then ranked based on this average to determine their group placement for the next session.

Scores serve two purposes:

- Placing players in the appropriate group for the next session.
- Ranking players within that group

Team Placement

The final evaluation score used for team placement is calculated as a weighted average of the final three scrimmage sessions:

- Session 3: 33%
- Session 4: 33%
- Session 5: 34%

This ensures the most recent and relevant performance data is used for accurate team placement.

Non-Checking Evaluation

- Three non-checking evaluation sessions will be held.
- Players not selected for body checking teams will automatically join the remaining non-checking sessions.
- Placement in non-checking groups will be determined by the Evaluation Committee. Players may participate in any non-checking evaluations still in progress.

Evaluation Scoring and Team Placement

Each area is scored on a whole-number scale from 1 to 7. Half-points (e.g., 5.5) are not permitted.

Scoring Criteria -Scrimmages

Evaluators will score players on the following four key areas:

- Skating (forward and backward)



- Puck skills (passing and puckhandling)
- Compete level and Intensity
- Game sense and Hockey Knowledge

*See Appendix A for an example Evaluation sheet.

Score Calculation and Grouping

A player's score for each session is calculated as the average of their four individual skill scores. Players are then ranked based on this average to determine their group placement for the next session.

Scores serve two purposes:

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Team Placement

The final evaluation score used for team placement is calculated as a weighted average of the final three scrimmage sessions:

- Session 3: 33%
- Session 4: 33%
- Session 5: 34%

This ensures the most recent and relevant performance data is used for accurate team placement.

Evaluation Sheets

Level	_____	Session	1
Rink	_____		
Date	_____	Time	_____
Evaluator	_____		

Sheet No.

1 = One of the Weakest players on the ice
4 = Average player at that skill
7 = One of the Strongest players on the ice

Pinney		Position	Full Ice Skate							Cross-over Tight Turn							Zig-Zag Shot							Angle Battle								
Color	#																															

Score the player's execution of each drill based on the following criteria:

Effort Speed Control Effectiveness

Level	_____	Session	_____
Rink	_____		
Date	_____	Time	_____
Evaluator	_____		

		Evaluator Pinney Picks*			
		Top Picks		Bottom Picks	
		1	2	1	2
Color					
Pinney #					

1 = One of the Weakest players on the ice
For each skill ----> 4 = Average player at that skill
7 = One of the Strongest players on the ice

	Pinney		Skating Forward & Backward	Passing & Puckhandling	Compete Level & Intensity	Game Sense & Hockey Knowledge
Color	#	Position				

Acceleration	Forehand Passing	Desire To Excel	Team Play
Speed	Backhand Passing	Remains Focused	Supports Puck Carrier
Mobility	Puck Control	Challenge Puck Carrier	Anticipates Turnovers
Balance	Deking/Deception		Offensive Positioning
Stride	Shooting	Creates Turnovers	Defensive Positioning
Cross-overs	Puck Protection	Overall Work Ethic	Finds Open Ice
Pivots	Carry Puck Headsup	Takes Away Space	Angling
Lateral Movement			

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Appendix B

U11 Player Rotations

The following grid will enable the evaluators to evaluate each player at both positions. It will enable the player to fully showcase their skills, understanding of the game, and overall hockey ability.

- The following sheets provide a guide to enable bench coaches to ensure all players end up with equivalent ice time and opportunities on both forward and defence.
- The game will consist of 1.0, 1.25, or 1.5 minute shifts, clock is running time, all shifts start with a face-off. The face-off can be varied among the 9 face-off dots to provide a variety of hockey situations.
- 3- to 5-minute warm-up, 54- or 55-minute scrimmage (depending on the predetermined shift length). Clock is set to 54 or 55 minutes with the buzzer sounded every 1.0, 1.25, or 1.5 minutes to indicate shift change. Players are to stay on the ice for their entire shift.
- Goalies are to be rotated as indicated in the Goalie Rotation Guide.
- Bench coaches are to enter the pinnie numbers on the Player Rotation Guide and Goalie Rotation Guide.
- All players are to go in the defence door and out the offence door. When they get to the front of the line, the bench coach is to let them know if they are defence or forward for that shift.

		Shift																																						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36			
Time Start	Time End	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5			
Pinney Number	Time End	52.5 <td>51.0<td>49.5<td>48.0</td><td>46.5<td>45.0<td>43.5<td>42.0<td>40.5<td>39.0<td>37.5<td>36.0<td>34.5<td>33.0<td>31.5<td>30.0<td>28.5<td>27.0<td>25.5<td>24.0<td>22.5<td>21.0<td>19.5<td>18.0<td>16.5<td>15.0<td>13.5<td>12.0<td>10.5<td>9.0<td>7.5<td>6.0<td>4.5<td>3.0<td>1.5<td>0.0</td> </td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td>	51.0 <td>49.5<td>48.0</td><td>46.5<td>45.0<td>43.5<td>42.0<td>40.5<td>39.0<td>37.5<td>36.0<td>34.5<td>33.0<td>31.5<td>30.0<td>28.5<td>27.0<td>25.5<td>24.0<td>22.5<td>21.0<td>19.5<td>18.0<td>16.5<td>15.0<td>13.5<td>12.0<td>10.5<td>9.0<td>7.5<td>6.0<td>4.5<td>3.0<td>1.5<td>0.0</td> </td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td></td>	49.5 <td>48.0</td> 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		F					D				D				F				F					D					D				F					F		
			D				D				F				F					D					D				F				F						D	
			F				F					D				D				F					F					D				D					F	
			F					D				D				F				F						D				D				F					F	
				D				D				F				F					D						D				F				F					
				F				F					D				D				F					F					D					D				
					D				D				D			F						F						D				D				F				
					D					F					F				D				D					F				F					D			
					F						D				D				F				F					D					D				F			
						D					D				F				F					D				D					F				F			

		Shift																																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36		
Time Start	Time End	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5		
Pinney Number	Time End	52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0		
		D			F				F				D				D				F				F					D				F					
		D				D			F				F				D					D				F					F			F					
		F			D				D				F				F				D					D					F			D					
		F			F				D				D				F					F				D					D			F					
			D			F				F				D				D					F				F				D				D				
			D				D			F				F				D					D				F				F				F				
			F				D				D				F				F				D				D				F				D				
			F				F				D				D				F					F				D				D			F				
				D				F				F				D				D				F					F			D					D		
				D				D				F				F				D					D				F				F				F		
				F				D				D				F				F					D				D				F				D		
				F				F					D				D				F					F				D				D				F	

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15 players per team, 4 vs 4

		Shift																																							
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36				
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5				
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0				
Pinney Number		D		F				F				D				D			F				F				D				D				F						
		D			D			F				F				D				D								F								F					
		F			D				D				F				F				D				D			F					F				D				
		F			F				D					D			F				F				D				D			F					D				
			D		F				F					D				D			F				F				D				D				F				
			D			D			F					F				D				D				F			F				D					F			
			F			D					D				F				F			D				D			F				F					D			
			F			F						D				D			F			F				F				D			F					D			
				D		F					F					D				D			F				D				D								F		
						F							D			F					F						D						F							F	
							D						F				F				D				D			F				F					D				
					D				D				F				F				D				D			F				F					D				
										D				D							F					D			D				F				F				

14 players per team, 4 vs 4

		Shift																																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0
Pinney Number		D			D				F			F				D			D				D			D				F			F				F
		D			D				F			F				F			F				F			F				D			D			D	
		F				F			D				D			D			D			D					F			F				F			F
		F				F			D				D			F			F			F				D			D				D			D	
			D			D				F			F				D			D				D			F				F			F			
			D			D				F				F				D			F				D			F				D			D		
			F				F			D				D			D				D			D				F			F				F		
			F				F			D				D			F				F			F				D			D				D		
				D			D				F			F				D			D				D				F			F			F		
				D			D				F			F				F			F				F			D				D			D		
				F				F			D				D				D				D			D				F			F				F
					F			F				D			D				D				D				D			F				D			D
						F			D				D			F			F			F			F			F		D			D			D	

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D		D				F			F				D			D			F			F					D				F				F	
		D									F				D				F			F			F				D				F				F	
		F			F						D				D				F							D					F					D		
		F				D			D			F			F				D			D			F			F				D			D			
			D			D			F				F			D			D			F			F					D			D			F		
			D			F			F					D		D			F			F				D			D			F			F			
			F			F					D		D			F			F					D			D			F			F				D	
				F						D				D			F			F				D			D			F			F				D	
			F				D			D			F			F				D			D			F				F				D			D	
				F							D				D			F			F				D			D			F				D			D
					D				D			F			F				D			D			F			F				D			D			F

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D		D				F			F			F			F			D			D			F			F			D			D			
		D		D				F			F			D			D			F			F			D			D			F			F			
		F		F				D			D			D			D			F			F			F			F			D			D			
		F		F				D			D			F			F			D			D			D			D			F			F			
			D			D			F			F			F			F			D			D			F			F			D			D		
			D			D			F			F			D			D			F			F			D			D			F			F		
			F			F			D			D			D			D			F			F			F			F			D			D		
			F			F			D			D			F			F			D			D			D			D			F			F		
				D			D			F			F			F			F			D			D			F			F			D			D	
				D			D			F			F			D			D			F			F			F			D			F			F	
				F			F			D			D			D			F			D			D			D			D			F			F	
				F			F			D			D			F			F			D			D			D			D			F			F	

		Shift																																						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36			
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5			
Time End		52.5	510	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0			
Pinney Number		D		F			F			D			D		F			F			D				D		F			F			D			D		F		
		D			D		F			F			D			D		F			F			D			D			F				D		D		F		
		F			D			D		F			F		D			D		F				F			D			D		F			D		F		F	
		F			F			D			D		F			F			D		F			D		F			D			D			D		F		F	
			D		F			F			D			D		F			F			D			D		F			F			D			D		D		
			D			D		F			F			D			D		F			F			D			D		F			F			D		D		
			F			D			D		F			F			D			D		F			D			D			D		F			F		F		
			F			F			D			D		F			F			D			F		D		F				D			D			F		F	
				D		F			F			D			D		F			F			D			D		F			F			D			D		D	
					D				D			F			F				D			D		F			F			D			D		F			F		F
						D				D			F			F			D			D		F			F			D			D		F			F		F

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	510	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D	D			F		F			D		D			F		F			D	D					F	F			D	D					F	
		D	D			F		F			D		D			F		F			D	D					F	F			D	D					D	
		F			F	D			D		F			F		D			D		D	D			F	F			D		D			F	F			D
		F			F	D			D		F			F		D			F		F	F			D	D			F		F			D			D	
			D		D			F		F			D		D			F		D			D	F			F			D			F	F				
			D		D			F		F			D		D			F		F			F	D			D			F			F	D				
			F			F	D			D		D	F			F		D			D	D			D		F	F			D		D			F		
			F			F	D			D		D	F			F		D			F	F			D		D			F		D		D			D	
				F		D			D		F			F		D			D		D			D		F	F			F		D			F	F		
				F		D			D		F			F		D			D		F			F		D			D		F			F		D		

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17 players per team, 5 vs 5

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D		D			F				F			F				D				D			F				F			F				F		
		D		D				F			F			D				D				F			F				F			F				D		
		F		F				F			D				D				F			F				F			F				D			D		
		F			F			D			D				F				F				F			F			D				D			F		
		F			D			D				F			F				F				F			D				D			F			F		
			D		F				F			F			F				D				D				F			F			F			D		
		F		F			F			F		D					D			F			F			F				F				D		D		
		F				F			D			D				F				F				F			D				D				F			
			D		D		F				F			F				F				F				D				F			F				F	
			D		F				F			F			F			D				D			D				F			F			F			
			F		F			F			F		F		F				D			D				F			D			D				F		
			F			F			F		D			D				D				F				F			F			F				D		
				F			F			D				D				F			F				F			F				D				D		
					F		D				F				F			F				F				D			D			D			F			
				F			D					F			F			F				D			D				D			F			F			

16 players per team, 5 vs 5

		Shift																																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0
Pinney Number		D		D		F				F			F				D			D			F			F				F			F			D	
		D		F		F				F				D			D			F			F			F				D			D			F	
		F		F		F					D			D			F			F			F					D		D			D			F	
		F		F				D			D				F			F			D					D		D		F			F			F	
		F			D			D			F			F				F			D			D			F		F		F				D		
			D		F		F			F				F			D			D			F			F			F			D			D		
			F		F			F					D				D			F			F			F			D		D				F		
			F			F					F							D			D			F			F			F			D			D	
				D		D			D		F			F				F			F			F			F			D			D			F	
				F		F				F				D			D			F			F			F				D			D			F	
				F			F				D				D			F			F			F				D		D		F			F		F
				F				D			D			F				F			F				D		D			F			F			F	
					D		D			F			F				F				F			D		F			F		F					D	

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**15 players per team. 5 vs 5**

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5		
Time End	52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0		
Pinney Number		D		D		F				F			F			F			F				D			D			F					F				
		D		D		D				F			F			F			F				F			F			F			D			D			
		F		F		D				D			D			D			D				F			F			F			F			F			
		F		F		F				D			D			D			D				F			F			F			F			F			
		F		F		F				F			F			F			F				D			D			D			D			D			
			D		D			F			F			F			F			F			D			D			D					F			F	
			D		D			D			F			F			F			F			F			F			F				D			D		
			F		F		D				D			D			D			D			D			F			F			F			F			
			F		F		F				F			F			F			F				D			D			D				D			D	
				D		D			F			F			F			F			F			D			D			D					F			F
				D		D			D			F			F			F			F			F			F			F				D			D	
				F		F			D			D			D			D			D			D			F			F			F			F		
				F		F			F			F			F			F			F			D			D			D				D			D	

14 players per team. 5 vs 5

		Shift																																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Time Start	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End	52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D	D		F			F				F			F		D				D			D			F			F				D			
		D			D			F				F			F			F			F					D			F			F		F			
		F		F			F		D			D			D			F			F			F			F			F			D			D	
		F		F		F			F		F				F		D				D			D		F			F			D			D		
		F		F		F			D				D		D			F			F			F			D		D			F		F			
			D		D		D		F		F		F			F		D			D				D		F			F		F		F			
			D		D		D		F		F		F			F			F		F			F			D			D			F		F		
		F		F			F		D			D		D		D			F			F			F			F		D			D			D	
		F		F		F		F		D		D			D		F			F			F			F			F		F		D			D	
			D		D			F		F		F			F			F		D			D			D			F			F		F		F	
			F			D		D			D			F			F			F		F			F				D			D			F		F
			F		F			F		F		F			F			D			D			D		F			F			D			D		
			F			F			D			D		D		D		F			F			F			D		D		F			F		F	

		Shift																																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36		
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5		
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0		
Pinney Number		D	D			F		F			F			D		D			F		F			F					D		D			F		F			
		D	D			F			F		F			D		D			F		D		F		F				F		F			D		D			
		F		F		D			D		D			F		F			F				D		D				F		F			D		D			
		F		F		D			D				F		F		D		D				F		D				F		D			D		F			
		F		F			F		F			D		D			F			F		F		D		D			D		F			F		F			
			D	D			F		F			D			D		F			F		F		F			F			D		D			F		F		
			D	D			F			F		F		F		F		D				D			F		F			F		F			D			D	
			F			F		D			D		F			F			F		D				D		D			F			F		F			F	
			F			F		D			D			F		F		F		F		F			D			D		F			F		D			D	
				F			F			D		F			F			F		D			D			F			F			F		F			D		
				F			F		F				D		D			F			F		F				D		D			D			F		F		

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
Time End		52.5	51.0	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D	D	D				F		F			F		D	D	D				D		F			F		F		F		F		F				
		D		D			D		F		F			F		D			D		D		F			F		F			F		F		F			
		F		F			F	D				D	D		F			F		F				D		D		D			F		F			F		
		F			F		F		F			F		F			D		D		F			F		F			D		D		D				D	
		F			F		F				D	D		D			F		F				F		F	D			D		D			F		F		
			D		D		D		F		F			F		F		F		F			D		D			D		F		F		F		F		
			D		D		D		F		F			F		F		F			D		D		F			F		F		F		F		D		
			F		F			F	D				D	D		D				F		F				F		F		F			F	D			D	
			F			F		F		F		F			F	D			D			F				F		F			F	D		D			D	
			F			F		F			F		F		F		F			F		F			D		D		D			D		D			D	F
				F		D		D			D		F			F		F		F				D		D			D		F		F			D		F
				F		F			D		D		D			F		F			F		F		F		F			F	D			D		D		F

		Shift																																						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36			
Time Start		54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5			
Time End		52.5	510	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0			
Pinney Number		D		D		D		F		F			F		F		D		D		F			F		F		F		D		D			F		F		F	
		D		D		D		F		F			F		F		D		D		F			D		D		D				F			F		F		F	
		F		F		F			D		D		D		D		F			F		F		F		F		F			F		D		D		D		D	
		F		F			D		D		D		D		D			F		F		F		D		D			F		F		F		F		F		F	
		F			F		F		F		F		F			D		D		D		F		F			F		F		D		D		D		D			
			D		D		F		F		F			F		F		F		F		D		D			D		F		F		F				F		F	
			D		D		D		F			F		F		F		F		F			F		F		F		D		D			D		D		D		
			F		F		F			F		F		F		D		D				D		D		F		F		D		D		F		F		F		F
				F		F			D		D		D		D		F			F		F		F		D		D			F		F		F		F		D	
					F		F		F		F				F		D		D		D		D				F		F		F		F		D				D	

		Shift																																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
	Time Start	54	52.5	51	49.5	48	46.5	45	43.5	42	40.5	39	37.5	36	34.5	33	31.5	30	28.5	27	25.5	24	22.5	21	19.5	18	16.5	15	13.5	12	10.5	9	7.5	6	4.5	3	1.5	
	Time End	52.5	510	49.5	48.0	46.5	45.0	43.5	42.0	40.5	39.0	37.5	36.0	34.5	33.0	31.5	30.0	28.5	27.0	25.5	24.0	22.5	21.0	19.5	18.0	16.5	15.0	13.5	12.0	10.5	9.0	7.5	6.0	4.5	3.0	1.5	0.0	
Pinney Number		D		D		F		F		F		F		F		D		D		D		F		F		F		F		F		D		D				
		D		D		D		D		F		F		F		F		F		F		D		D		D		F		F		F		F		F		
		F		F		D		D		D		D		F		F		F		F		F		D		D		D		F		F		F		F		
		F		F		F		F		D		D		D		D		F		F		F		F		F		D		D		D		F		F		
		F		F		F		F		F		F		D		D		D		D		F		F		F		F		D		D		D		D		
			D		D		F		F		F		F		F		F		D		D		D		F		F		F		F		F		D		D	
			D		D		D		D		F		F		F		F		F		F		D		D		D		F		F		F		F		F	
			F		F		D		D		D		D		F		F		F		F		F		D		D		D		F		F		F		F	
			F		F		F		F		D		D		D		D		D		F		F		F		F		F		D		D		D		D	
				D		D		F		F		F		F		F		F		D		D		D		F		F		F		F		F		D		D
			D		D		D		D		F		F		F		F		F		F		D		D		D		F		F		F		F		F	

Goalie Rotation Guide for 4 vs 4 and 5 vs 5 Scrimmages

Guide to enable bench coaches to ensure all goalies have equal icetime and will play against each team.

- Goalies to switch ends for each segment they play.
- Ice N refers to north end of the rink, Ice S refers to south end of the rink.

Pinney #	3 Goalies					
	Time Start	54	36	18		
	Time End	36	18	0		
Pinney #		Ice N	Bench	Ice S		
		Ice S	Ice N	Bench		
		Bench	Ice S	Ice N		

Pinney #	4 Goalies					
	Time Start	54	40.5	27	13.5	
	Time End	40.5	27	13.5	0	
	Pinney #					
Pinney #		Ice N	Bench	Ice S	Bench	
		Ice S	Bench	Ice N	Bench	
		Bench	Ice N	Bench	Ice S	
		Bench	Ice S	Bench	Ice N	

Pinney #	5 Goalies					
	Time Start	54	42	31.5	21	10.5
	Time End	42	31.5	21	10.5	0
	Pinney #					
Pinney #		Ice N	Bench	Bench	Ice S	Bench
		Ice S	Bench	Ice N	Bench	Bench
		Bench	Ice S	Bench	Ice N	Bench
		Bench	Ice N	Bench	Bench	Ice S
		Bench	Bench	Ice S	Bench	Ice N