



**BVHS Evaluation**  
**Policy and Procedures**  
**2026 - 2027 Hockey Season**



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

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## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **Mission Statement**

The evaluation process, as with all BVHS activities, is guided by the following mission statement of BVHS:

BVHS is committed to providing players with an opportunity to grow as individuals and gain self-esteem through a positive hockey experience that emphasizes fun, participation, development, safety, and respect. BVHS will strive to accomplish these goals in a consistent, transparent, and collaborative environment that encourages the participation of players, coaches, and parents.

### **Evaluation Policy and Procedures**

The BVHS evaluation policy and procedures are to be applied in accordance with this policy. This policy has been approved by the BVHS board of directors and may be amended, as necessary.

### **Evaluation Committee**

The Manager of Hockey Operations is the BVHS evaluation director and a member of the evaluation committee. The evaluation committee also includes the President, Vice-President (On-Ice), Vice-President (Off-Ice), Manager of Development, and Director of Evaluations.

The evaluation committee has the authority to make decisions during the evaluation process to ensure the evaluation process is carried out in a fair manner. The decisions of the evaluation committee during the evaluation process are final.

### **Grievance Process**

There are no grievances, player and goalie placements are final.

### **COVID 19**

With the fluid changes regarding COVID-19, the evaluation process may change throughout the process depending on recommendations from Hockey Canada, Hockey Alberta, Hockey Calgary, Alberta Health Services, Government of Canada and or Government of Alberta. The evaluation committee has the final say in these respective changes, and these changes will be made, giving the membership as much notice as possible. This also includes any unforeseen pandemics.

### **Initial Placement for U9 Skills Testing Session #1**

For the U9 age group, players will be placed into groups randomly as generated by the OCI software in group sizes of 20 - 30 to ensure each player gets through the required drills in the time allotted to each group.



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### **Initial Placement for U11-U18 Session #1 Cascades**

For the U11-U18 age groups, players will be placed into groups using a grid that places them in their Session # 1 Cascades groupings based on their division from the 2025 - 2026 Season, along with their rankings from the 2025 - 2026 Coaches Player Exit Evaluations. BV does not share the breakdown of these grids and players' placement for Session # 1 are final.

### **Evaluation Movement**

The evaluation process is structured to allow players to move groups. Players **may be moved up or down** from a group at any time during the evaluation process. This may happen **during or after** an evaluation session.

For the U9 age group, returning players will not be placed on a team below the team that he or she played on in the previous season, except if there are more or fewer teams in the age category than in the previous season. For example, if in the previous season the player played on team 3 (division 3) and there were only five teams in the age category, and this season there are six teams in the age category, the player may be placed on team 4 (division 4).

For the U11, U13, U15 and U18 age groups, returning players and goalies **may be** placed on a team/division below the team/division that he or she played for in the previous season, regardless of if there are more or fewer teams in the age category than in the previous season. For example, if in the previous season the player played on team 4 (division 4) and there were only four teams in the age category, and this season there are five teams in the age category, the player may be placed on team 5 (division 5).

### **U13 – U18 Calgary Buffs Released Players**

BVHS respects the Calgary Buffalo Hockey Association ("CBHA") evaluation process; however, players that are affiliated with a CBHA team will not automatically be placed on the BC 1 team. Players that are affiliated with a CBHA team will be required to participate in the evaluation process and will be placed according to the BVHS evaluation process.

Returning players from try-outs with the CBHA will be placed into the BVHS evaluation system based on several factors, including the level that the player played in the previous season; the coaches player exit evaluation from the previous season; what groups other similarly ranked players are in; the number of evaluation sessions remaining; the number of players in each group; and the length of time that the player was at CBHA try-outs.

**\*\*BVHS does its best to start our U13, U15 and U18 evaluations once the Buffs have completed their evaluation process. \*\***



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### **Absent Player Placement**

Injured and absent players will be treated as fair as possible. The evaluation committee will make decisions on the placement of absent players. The decisions of the evaluation committee will be final.

U9 Players absent from Skills Session #1 without a doctor's note will be placed in the lowest group for Session # 2 Cascades. For players who are absent with a doctor's note, the Evaluations Committee will place this player per the Player Exit Evaluations Data from the previous Season. The evaluation committee will have the final say on players' placement for session #2 – cascades. The evaluation committee's decision is final, and there are no grievances regarding the placement of players by the evaluation committee.

Players absent for one session (session # 1, session #2, session #3, session #4, or session #5) will be the lowest-ranked player for that ice session. Ex. If there are 16 skaters for their respective Grouping, anyone that was absent would be given a rank of 16. Players will be ranked for placement for the next evaluated ice time based on the process outlined below by their respective age group. Absent players may be moved down a group based on their overall rankings to date (session #2, session #3, session #4, or session #5).

Players absent from more than one evaluation session could potentially be moved down a group (regardless of their ranking) from the group they were in during the previous evaluation session at the discretion of the evaluation committee. The evaluation committee's decision is final and there are no grievances on the placement of players by the evaluation committee.

### **Injured and Sick Players Placement**

Injured or sick players that are not able to participate in the evaluation process, or an evaluation session, will be required to provide a note to the evaluation committee from a physician stating the player is not able to participate in the evaluation process. BVHS Eval Administrator, MHO and MOD must receive a copy of the note either in person, by email or text at least 2 hours before a child's ice time. If a note is not received, the player will be scored as though he or she was an absent player.

Players that are injured before the evaluation process, and not able to participate in evaluations, will be placed on a team as determined by the evaluation committee. The evaluation committee will consider several factors, including the level that the player played in the previous season, the coaches player exit evaluation from the previous season, and what team other similarly ranked players might be on. The decision of the evaluation committee will be final.

Players that are injured or sick during the evaluation process will be paired up with the players who were ranked one ranking above them, as well as one ranking below them at the time that they became ill and or sustained their injury. The injured or sick player will mirror these players throughout the evaluation process and may be moved up or down throughout the process. In situations where the player ranked below the injured or sick player moves up a group, the injured or sick player is not guaranteed to move up. The player's movement is determined by the evaluation committee. The evaluation committee has the final say in all injured and sick players' placements, and their decision is final. The injured or sick player will not be notified of the evaluation numbers for the players that he or she is mirroring. There are no grievances for injured or absent players.



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### **Injured Players Return to Play**

If a player misses an evaluation session due to injury and they supplied BVHS with a physician's note, they **MUST** provide BVHS with a physician's note stating the player can return to play. If BVHS does not receive a return-to-play note, the player will not be allowed to evaluate.

### **Positions**

In the U9 age group, positions will not be assigned to players.

In the U11 age group, players will be assigned a position by the volunteer working the bench. The player is expected to play the position they are assigned for that respective shift. The bench staff will track what position each player has played, ensuring every player gets an equal rotation at the forward and defencemen positions. Players are to be evaluated for those shifts based on the position that they line up for at the face-off. If a player lines up to play defence at the face-off, then he or she will be evaluated for their defensive skill sets during that shift. Players playing defense will receive a helmet band/cap to identify that they are playing defense for that respective shift.

In U13, U15 and U18 age groups, players will be required to indicate their position (forward, defence, or goalie) at the time of registration and will be evaluated according to their position.

### **Transparency and Impartiality**

The evaluation process will be fair to all players and as transparent and impartial as reasonably possible.

Under absolutely no circumstance will a parent evaluate their child, and under no circumstance will a parent evaluate in an age category in which they have a child.

The BVHS evaluation guidelines will be posted on the BVHS website to help parents and players understand the evaluation process. The Manager of Hockey Operations, the Manager of Development, the Director of Evaluations and the evaluation administrators will be available to any parent that has a question about the evaluation process.

To maintain impartiality, prior to the commencement of the evaluation process, each player will be identified by an evals number. Two eval jerseys will be given to each player and goalie with their respective evaluation numbers on them. The evaluation numbers will be randomly selected using the evaluation software. Each player will be evaluated according to their number, and evaluation results will be posted according to their evaluation numbers. Players will only be permitted to wear BVHS-issued jerseys and socks.

### **Release Process**

All players are required by Hockey Calgary to register with the hockey association designated to their area of primary residence. If, for any reason, a player wishes to play outside of his or her designated area, a



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release is required. A formal request must be made to Hockey Calgary for a release, and Hockey Calgary rules will govern all releases.

### **Recommended Team Size and Team Placement**

Hockey Calgary sets the rules governing the sizes of teams, and BVHS follows the rules set by Hockey Calgary. Hockey Calgary also determines which teams will start the seeding round in which division, and whether BVHS must have more than one team in any certain division. As soon as reasonably possible, the Manager of Hockey Operations will determine the number of teams for each respective age group. The number of teams and placement of teams for the Hockey Calgary seeding round will be communicated to the parent group during the evaluation process and is subject to change based on registration numbers. The number of players on each team is determined by the evaluation committee and their decision is final.

### **Volunteer Requirements**

The BVHS evaluation system requires a tremendous amount of volunteer assistance for it to be successful. As such, BVHS has adopted various measures to ensure there are sufficient volunteers to evaluate players and to assist with running the evaluation.

### **Suspensions**

Any player who receives a major penalty resulting in a game ejection during an evaluated ice session will be placed at the bottom of the group, and their infraction is subject to review by the discipline committee. The Manager of Hockey Operations, Director of Evaluations, Manager of Development, BVHS executive member, as well as the officials, have the right to eject players based on their on-ice actions. All decisions made by the Manager of Hockey Operations, Manager of Development, Director of Evaluations and or BVHS executive member and or on-ice official are final.

### **Evaluation Process**

Before the commencement of the evaluation process, a meeting will be organized by the evaluation committee with the evaluators to outline the BVHS evaluation policy and procedures and the objectives of the evaluation process. Evaluation templates will be posted on the website.

Evaluators will not be advised of the names of any players and will only be provided with the evaluation numbers of players. Each evaluator will be provided with an evaluation sheet, which he or she will be required to complete and submit immediately following the evaluation session. Each evaluator will provide their evaluation of the players or goalies according to their evaluation number. The evaluation sheets will be maintained by the Manager of Hockey Operations, the Manager of Development and the evaluation administrators.



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To ensure proper movement, players may be moved **both upward and downward** from a group at any time during the evaluation process. Evaluators will be encouraged to identify stronger players in a group that should be moved up a group and weaker players in a group that should be moved down a group.

As an illustration, during a group 4 vs. group 5 evaluation session, evaluators will be encouraged to identify those players in group 5 that should move to group 4 and those players in group 4 that should move to group 3. The evaluators will also be encouraged to identify those players in group 4 that should move to group 5 and those players in group 5 that should move to group 6.

### **Development Pathways**

#### **U7 Age Group**

The U7 age group will take part in four Timbits learn to play development sessions prior to taking part in skills session #1.

#### **Pathway Skates U9-U18 Age Group**

Each player will take part in two development sessions prior to taking part in the Evaluations Session #1. These ice times are optional, and players will be grouped based on the age group and division that they played in the previous season. The group sizes will range between 20 and 30 players/goalies per session. The focus of these ice times will be on skill development and small-area games.

### **House League Evaluations and Pathway Skates**

Each player will take part in two development sessions prior to taking part in Skills Session #1. These ice times are optional, and players will be grouped based on last names. All House League players will be put through one timed drill and a Skills Session to determine their overall skill sets. Players will then be placed on teams, and one balancing scrimmage will be played to ensure that we have two equal teams. If changes need to be made, they will be made after the balancing skate scrimmage.

Each respective age group will complete the appropriate skills per the BVHS Skills Testing Manual. For all the details regarding the respective skills testing drills, please [click here](#) to link to the BVHS Skills Testing page.

#### **Initial Player Placement U9 - Session #1 Skills (Skaters)**

For the U9, Age Group players will be placed into groups of 20 - 30 players for Session #1 Skills. Session #1 Skills is where players are put through a variety of timed drills and placed for Session #2 - Cascades based on the results of their timed drills from Session #1. Players will be split up alphabetically by last name for Session #1 Skills.



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### **Initial Player Placement U11 – U18 - Session #1 Cascades (Skaters)**

For the U11-U18 age groups, players will be placed into groups using a grid that places them in their Session # 1 Cascades groupings based on their division from the 2025 - 2026 Season, along with their rankings from the 2025 - 2026 Coaches Player Exit Evaluations. BV does not share the breakdown of these grids and players' placement for Session # 1 are final.

### **U7 Evaluation Process**

There are no "try-outs" or grievances for U7. U7 will focus on fun and games to get the players comfortable with the surroundings and make the first hockey experience for these players enjoyable.

First-year U7, regardless of age, will be placed in Junior U7. Second year U7 will be placed in Senior U7. However, the Manager of Hockey Operations and/or Manager of Development may move players who are clearly misplaced using the Skills Testing Data. Their decision will be final.

Depending on the number of players, and the required team sizes mandated by Hockey Calgary, some additional players may be moved between Junior U7 and Senior U7 to adjust team sizes.

U7 will complete one (1) timed drill session to determine their overall skill sets. Players will then be placed on teams following the Hockey Calgary Intro to Hockey Guidelines, where each Jr. and Sr. U7 team consists of an equal number of strong, average, and needs work players. The players will be split up into teams according to their respective skill levels, not gameplay skill sets.

Each player will go through each respective drill twice, and we will use their best scores from each respective drill for sorting purposes.

The Skills Session will be a 60-minute ice time, and should there be additional time left in the session once each player has completed the Skills Session, the on-ice coaches will run the players through some drills and small area games for the remainder of the ice time.



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### **U9 Age Groups Evaluations Process**

BVHS, like all hockey associations in Calgary, follow the Intro to Hockey Guidelines. The Hockey Calgary Intro to Hockey Guidelines focuses on skill development and the fundamentals of hockey for kids aged 7 and 8. The purpose of this league is to address the need for more skill development in the U9 age category. The U9 Age Group will play half-ice games. There are no grievances in U9.

#### **Session # 1 – Skills (Timed Drills)**

- Players will complete each drill two times.
- Players will participate in timed drills to evaluate skating with and without a puck.
- Players will be placed into groups alphabetically by last name, in group sizes of 20-30, to ensure each player gets through the required drills in the time allotted to each group.
- Each player's best score from the two-timed attempts for each respective drill will be used. The other scores will not be used for averaging purposes. Ex. 75ft Skate – attempt #1 – 10 seconds, attempt #2 – 7.8 seconds, we would use the score of 7.8 seconds, and the other score would have no bearing on placement in the total averaging for Session #2 Cascades.
- Players will be ranked from top to bottom based on the average from all their timed drills and ranked from top to bottom in their age category. Players will be ranked for placement in Session #2 (Cascades).
- The players' rank from Skills Session # 1 is only used to place kids for Session # 2, and these scores are not used in determining overall ranks for players for Sessions # 2 – Session # 4.

#### **Session # 2 - Cascades**

- Following Session #1, players will be placed in groups for Session #2 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
- Players will participate in games to evaluate skills and to evaluate how players play in a game situation.
- U9 will participate in 3-on-3 or 4-on-4 games on half-ice / cross-ice, with each group having approximately 8-12 players. The U9 cascade will generally follow the same cascade system as with the older age categories.
- To start the ice time, the lowest-ranking four groups will start at the same time. Ex. If we have 20 groups, Groups 17, 18, 19 and 20 will start at the first designated ice time. Group 20 vs Group 19 and Group 17 vs Group 18.
- Player movements from the evaluators will be made to ensure the strongest group of players will remain on the ice at the end of the ice time. The lowest-ranking group of players will then be



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removed from the ice. The remaining group will continue to play half-ice 3 on 3 or 4 on 4 against the next group that is brought onto the ice. This process continues, bringing the next higher group on the ice until all players have been evaluated. Ex. After the first 12-15 minutes, the lowest-ranking players from Group 20 will leave the ice and be ranked against each other. Group 19 vs Group 18, and Group 17 vs Group 16.

- Evaluators may ask that certain players play against each other, certain line combinations play against each other, or certain players switch groups, to determine the strongest players and the weaker players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 80 to 90 minutes. Some players will only be on the ice for 20 to 45 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative period of 2 hours of playing time the Evaluation Committee and the Age Group Coordinator, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Director of Evaluations and or MHO/MOD will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Depending on the number of players in an age category, there may be more or less than 10 players in a group and depending on the number of players, more or less than 10 players might remain on the ice.
- Players will be ranked from top to bottom in their age category.
- Players are ranked when they leave the ice against the other players within their respective groups. Ex. If the player was in Group 18 when they leave the ice, then they are ranked against the players within Group 18. Once this is done, the evaluation Software will rank all the players from within U9 from lowest to highest ranked and then place players for Session #3 using the rankings from Session # 2 – Cascades (Session # 1 rankings from Skills Testing are only used for placing kids into groups for Session # 2 – Cascades).



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### **Session # 3 - Cascades**

- Following Session #2, players will be placed in groups for Session #3 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
- Players will participate in games to evaluate skills and to evaluate how players play in a game situation.
- U9 will participate in 3 on 3 or 4 on 4 games on half-ice / cross-ice, with each group having approximately 8-12 players. The U9 cascade will generally follow the same cascade system as with the older age categories.
- To start the ice time, the lowest-ranking four groups will start at the same time. Ex. If we have 20 groups, Groups 17, 18, 19 and 20 will start at the first designated ice time. Group 20 vs Group 19 and Group 17 vs Group 18.
- Player movements from the evaluators will be made to ensure the strongest group of players will remain on the ice at the end of the ice time. The lowest-ranking group of players will then be removed from the ice. The remaining group will continue to play half-ice 3 on 3 or 4 on 4 against the next group that is brought onto the ice. This process continues, bringing the next higher group on the ice until all players have been evaluated. Ex. After the first 12-15 minutes, the lowest-ranking players from Group 20 will leave the ice and be ranked against each other. Group 19 vs Group 18, and Group 17 vs Group 16.
- Evaluators may ask that certain players play against each other, certain line combinations play against each other, or certain players switch groups, to determine the strongest players and the weaker players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 80 to 90 minutes. Some players will only be on the ice for 20 to 45 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative period of 2 hours of playing time, the Evaluation Committee and the Age Group Coordinator, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Director of Evaluations and or MHO/MOD will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.



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- Depending on the number of players in an age category, there may be more or less than 10 players in a group and depending on the number of players, more or less than 10 players might remain on the ice.
- Players will be ranked from top to bottom in their age category.
- Players are ranked when they leave the ice against the other players within their respective groups. Ex. If the player was in Group 18 when they leave the ice, then they are ranked against the players within Group 18. Once this is done, the evaluation Software will rank all the players from within U9 from lowest to highest.
- Players will be placed into their groupings for Session # 4 – Cascades using the players' rankings from Session # 2 and Session # 3.

### **Session # 4 - Cascades**

- Following Session #3, players will be placed in groups for Session #4 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
- Players will participate in games to evaluate skills and to evaluate how players play in a game situation.
- U9 will participate in 3-on-3 or 4-on-4 games on half-ice / cross-ice with each group having approximately 8-12 players. The U9 cascade will generally follow the same cascade system as with the older age categories.
- To start the ice time, the lowest-ranking four groups will start at the same time. Ex. If we have 20 groups, Groups 17, 18, 19 and 20 will start at the first designated ice time. Group 20 vs Group 19 and Group 17 vs Group 18.
- Player movements from the evaluators will be made to ensure the strongest group of players will remain on the ice at the end of the ice time. The lowest-ranking group of players will then be removed from the ice. The remaining group will continue to play half-ice 3 on 3 or 4 on 4 against the next group that is brought onto the ice. This process continues, bringing the next higher group on the ice until all players have been evaluated. Ex. After the first 12-15 minutes, the lowest-ranking players from Group 20 will leave the ice and be ranked against each other. Group 19 vs Group 18, and Group 17 vs Group 16.
- Evaluators may ask that certain players play against each other, certain line combinations play against each other, or certain players switch groups, to determine the strongest players and the weaker players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 80 to 90 minutes. Some players will only be on the ice for 20 to 45 minutes. Some players will remain on the ice for the maximum 2-hour time frame.



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- If a player reaches a cumulative period of 2 hours of playing time, the Evaluation Committee and the Age Group Coordinator, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Director of Evaluations and or MHO/MOD will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Depending on the number of players in an age category, there may be more or less than 10 players in a group and depending on the number of players, more or less than 10 players might remain on the ice.
- Players will be ranked from top to bottom in their age category.
- Players are ranked when they leave the ice against the other players within their respective groups. Ex. If the player was in Group 18 when they leave the ice, then they are ranked against the players within Group 18. Once this is done, the evaluation Software will rank all the players from within U9 from lowest to highest ranked and then place players for their final team placements.
- Players overall averaged ranks from Session # 2, Session # 3 and Session # 4 will determine their final team placements.



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### U9 Team Balancing Process

In situations where we have two teams in the same division, we use the overall rankings for the U9 Age Group, and a snake draft is used to make teams equal (ex 1-2-2-1). The outline below would be for the 34 kids that fit into the U9 2 Black and U9 2 White Divisions. All U9 teams will be set at 17-19 skaters per team.

**\*\*Please refer to the Hockey Calgary U9 Grid for a detailed description outlining the number of teams BVHS will have in each division.**

| Plaver Rankings | U9 2 Black | U9 2 White |
|-----------------|------------|------------|
| 1               | X          |            |
| 2               |            | X          |
| 3               |            | X          |
| 4               | X          |            |
| 5               | X          |            |
| 6               |            | X          |
| 7               |            | X          |
| 8               | X          |            |
| 9               | X          |            |
| 10              |            | X          |
| 11              |            | X          |
| 12              | X          |            |
| 13              | X          |            |
| 14              |            | X          |
| 15              |            | X          |
| 16              | X          |            |
| 17              | X          |            |
| 18              |            | X          |
| 19              |            | X          |
| 20              | X          |            |
| 21              | X          |            |
| 22              |            | X          |
| 23              |            | X          |
| 24              | X          |            |
| 25              | X          |            |
| 26              |            | X          |
| 27              |            | X          |
| 28              | X          |            |
| 29              | X          |            |
| 30              |            | X          |
| 31              |            | X          |
| 32              | X          |            |
| 33              | X          |            |
| 34              |            | X          |



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **Goalie Evaluation Process U11 – U18**

In U11 and above, players can play goal on a full-time basis. Where possible, independent goalie evaluators will be contracted to assist with the evaluation of goalies; however, as with players, parents may evaluate goalies. Like with players, under absolutely no circumstance will a parent evaluate their child, and under no circumstance will a parent evaluate in an age category in which they have a child. The Manager of Hockey Operations and/or Manager of Development will have the authority to make decisions concerning the evaluation of goalies. There are no grievances for goalies.

### **Goalie - Initial Sessions**

- Goalies will have two initial sessions without any skaters, Session 1A and Session 1B. The initial two goalie sessions are based on the technical skills of the goalie and are evaluated by independent goalie instructors from a recognized goalie consulting group that has been selected by BVHS.
- Groupings do not have any bearing on the goalie's overall ranking from Goalie Session 1A.
- Goalies will be placed into groups for Goalie Session 1A based on where they played the previous year. For U11, the first-year goalies will be split out between 1-3 groups depending on the number of goalies in the respective age group.
- Goalies will be ranked top to bottom after the goalie session 1A and then placed into Session 1B based on their rankings from Session 1A.
- Goalies will be placed into Cascades Session # 1 groupings based on their averaged rankings from Goalie Session 1A and Goalie Session 1B.

### **Goalie - Evaluation System**

- Once the rankings have been determined from Goalie Session 1A and 1B, the goalies will be grouped to attend Sessions 2 Cascades as determined by the Manager of Hockey Operations and/or Manager of Development. After each session, the goalies will be regrouped for the next Skater Session. Goalies may move up or down groups at any time during the evaluation process. Goalies follow the same process as outlined below for players.
- In certain age categories, and in certain sessions, both an independent goalie evaluator and parent evaluators will be evaluating the goalies. The weighting between the independent goalie evaluator and the parent evaluators will be 60% independent goalie evaluator and 40% parent evaluators. Following Session #4, top-ranked goalies in each age group may be sat to allow for upward movement of lower-ranked goalies. This will only apply if there is a clear separation from the ranking for the top-ranked goalie. The decision will be at the discretion of the Manager of Hockey Operations, the Manager of Development and the Director of Evaluations. Goalies will be evaluated through to the end of Session #5. BVHS may designate someone to help lead the BV Goalie Evaluations Process, and this position may be paid and/or unpaid. These details will be communicated prior to evaluations commencing.



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **Hybrid Goalies – U11**

This policy is in place in support of the **Hockey Calgary U11 'Hybrid Goalie' Policy**.

All U11 participants will be made aware of the **Hockey Calgary U11 'Hybrid Goalie' Policy** and all interested participants will be allowed to be a 'Hybrid Goalie' provided they meet all the necessary criteria as outlined in this Policy and the **Hockey Calgary U11 'Hybrid Goalie' Policy**.

In addition to the details outlined in the **Hockey Calgary U11 'Hybrid Goalie' Policy**, any prospective and accepted 'Hybrid Goalies' must meet BVHS criteria on the following:

#### **Evaluation Procedure:**

1. All prospective 'Hybrid Goalies' will be evaluated as both a 'Goaltender' and a 'Skater' and will receive a minimum of 2 sessions at each position.
  - NOTE: Hybrid Goalies may be evaluated more than once a day.
2. Goalie Evaluation will consist of a minimum of 2 Goalie Skills Sessions 1A and 1B.
3. Player Evaluation will consist of 2 Cascades Sessions.
4. The BV Evaluation Committee may communicate with prospective hybrid goalies who are far apart from meeting the criteria to offer them the opportunity to choose a position prior to the second evaluated ice time. The prospective hybrid does not have to choose a position at this time.
5. Following the two evaluated sessions at each position, prospective 'Hybrid Goalies' will either:
  - Be informed that they will not meet the criteria\* and must choose to designate as either a 'Goaltender' or a 'Skater' for the season. The participant will proceed in any further evaluation process at the designated position.

OR

- Continue to be evaluated at either or both positions at the discretion of the Director of Goaltending. Note: Further evaluation does not mean that the participant has been approved as a 'Hybrid Goalie'.

Preliminary goalie ranking and skater ranking must be within 2 groups.

6. After all evaluations have been completed, and at the discretion of the Evaluation Committee, prospective 'Hybrid Goalies' will either:
  - Be informed that they do not meet the criteria and must choose to designate as either a 'Goaltender' or a 'Skater' for the season.

OR

- Be informed that they meet the criteria and will be an approved 'Hybrid Goalie' for the season.



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **Team Placement:**

1. BVHS and the Evaluation Committee will have the sole discretion of Team Placement.
2. The participant or Parents/Guardians of the participant will not have input on team placement.
3. 'Hybrid Goalie' evaluation results will not be shared.
4. Consideration will be given to placing 'Hybrid Goalies' on teams with other 'Hybrid Goalies'. Each team will have a max of two goalies assigned to the respective team. Ex. One Full-Time Goalie and one Hybrid Goalie, or two full-time goalies or two hybrid goalies.
5. 'Hybrid Goalies' are not permitted on single goalie teams.
6. As per BVHS Goalie Evaluation policy, Hybrid Goalies MAY NOT grieve their evaluation.
7. The U11 AA team (s) will not have hybrid goalies.

### **Practices and Games:**

1. BVHS and or the Manager of Hockey Operations, Manager of Development and or Director of Evaluations have sole discretion to determine the split, for games and practices, that a 'Hybrid Goalie' will dress as a 'goaltender' and a 'skater' throughout the season.
2. There will be an equal split at each position ('goaltender' and 'skater'), for practices and games, unless otherwise determined by the Association.
  - a. BVHS has the discretion to place more than 2 'Hybrid Goalies' on a team, which would impact the split (ex. Association can place 4 'Hybrid Goalies' on a team, in which case the split maybe 25/75, for games and practices, for appearances as a 'goaltender'/'skater').
  - b. When placing a 'Full-time Goalie' on a team with a 'Hybrid Goalie', BVHS has the discretion to modify the split (ex. 'Full-time Goalie' dresses for 75% of games, 'Hybrid Goalie' split is 25/75, for games and practices, for appearances as a 'goaltender'/'skater').

### **Conditions of the 'Hybrid Goalie':**

1. 'Hybrid Goalies' are required to adhere to the 'goaltender'/'skater' schedule, for practices and games, as determined by the Association and head coach.
2. 'Hybrid Goalies' are required to commit to playing both positions for the season unless otherwise approved by the Director of Goaltending.

### **Conditions of BVHS:**

1. The Head Coach is required to keep a log/record, for practices and games, documenting each instance in which the 'Hybrid Goalie' has dressed as a 'goaltender' and as a 'skater'.
2. The Head Coach is required to maintain the 'goaltender' and 'skater' split, as determined, and outlined by the Association.



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **Excess of Goalies**

In situations where we have more goalies than we have spots, the following process will be followed to outline transparency throughout the evaluation process.

#### **Step # 1**

BVHS will send a notification to all the goalies in that respective age group prior to Goalie Session 1A. Goalies can decide at this time to continue as a goalie, switch to become a skater or ask for BVHS to assist them in finding a new association to play with as a goalie. Please note that no one is obligated to decide at this time.

#### **Step # 2**

If BVHS doesn't hear back from any goalies after the initial email, a follow-up email will be sent to the parent group letting them know the lowest-ranked goalie (s) will be contacted after Goalie Session 1B. At this time, the goalie (s) can decide to play out as a skater or ask BVHS to assist with finding a new association to play with as a goalie. These goalies will still be permitted to take part in Cascades Session # 1 and Cascades Session # 2, in which the goalies are evaluated. Ex. If we have 12 goalies trying out for 10 spots, the lowest 4-ranked goalies will be contacted. These goalies will not be told their current ranking. They will only be told that they are a part of the group that consists of the lowest 4 ranked goalies after Goalie Sessions 1A and 1B.

#### **Step # 3**

The lowest-ranked goalie (s) after Cascades Session # 2 will be contacted, and they will be given a set time frame in which they need to notify BVHS of a decision to as whether the goalie wants to play out as a player or have BVHS assist with finding another association to play with as a goalie. In some situations, we may only be able to provide families with less than 30-60 minutes to make their decision.



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **U13 – U18 Calgary Buffalo Hockey Association Evaluation**

If a player returns to BVHS from try-outs with the Calgary Buffalo Hockey Association (“CBHA”) after Session #1, the Evaluation Committee will meet to discuss the placement of that player. The Evaluation Committee will consider several factors to determine the group to place the player, including the level the player played in the previous season; the coaches' Player Exit Evaluation from the previous season, what groups other similarly ranked players are in, the number of evaluation sessions remaining, the number of players in each group, and the length of time that the players were at CBHA try-outs.

Players trying out with the CBHA are not permitted to participate in BVHS evaluation sessions until they are released from the CBHA. Players released from the CBHA must immediately notify the Evaluation Committee and the BVHS Registrar. Unless prior written approval has been given, a player released from the CBHA must participate in the next BVHS evaluation session.

BVHS respects the CBHA evaluation process; however, players that are affiliated with a CBHA team will not automatically be placed on Team 1. Players that are affiliated with a CBHA team will be required to participate in the evaluation process and will be placed according to the BVHS evaluation process.

Prior to the start of the U15/U18 Evaluation process, the U15/U18 age group parents will be notified of how many teams BVHS will have in the U15/U18 Body Checking Stream. BVHS will follow the Hockey Calgary recommended guidelines outlining the recommended number of teams in the U15 /U18 Body Checking and Non-Body Checking streams.

**Parents and Players will be notified prior to each session with what groups are playing contact and non-contact.**



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

### **U11-U15 Age Groups Evaluations**

#### **Initial Player Placement U11 – U15 - Session #1 Cascades (Skaters)**

For the U11-U18 age groups, players will be placed into groups using a grid that places them in their Session # 1 Cascades groupings based on their division from the 2025 – 2026 Season, along with their rankings from the 2025 - 2026 Coaches Player Exit Evaluations. BV does not share the breakdown of these grids and players placement for Session # 1 is final.

#### **Session # 1 - Cascades**

- Players will be placed in groups for Session #1 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10-17 skaters except for the lowest ranking group. This group may have up to 25 skaters.
- Start with the lowest-ranking group of players and the second-lowest-ranking group of players from the previous year's division and player exit evaluations data. The lowest ranking group will be placed on the bench where players will leave the ice from. The two groups will play 5 on 5 for 45-60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest-ranking players will then be removed from the ice. The group remaining on ice will continue to play 5 on 5 against the next group that is brought onto the ice. This process continues, bringing the next higher group of players on the ice until all players have been evaluated.
- Players may be moved up or down a group based on the evaluators' input. In some situations, a group may be swapped one for the other. This may be done during or after the ice time.
- Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest and weakest players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 90-120 minutes. Some players will only be on the ice for 45-60 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative period of 4 hours of playing time, then a member of the Evaluation Committee, in conjunction with the parent/guardian, will determine if the player should continue in the session.



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

- If it is determined that the player should be removed from the ice ("Capped Player") the Manager of Hockey Operations, Manager of Development, and or Director of Evaluations will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Players will be ranked from top to bottom in their age category. Players will be placed for placement for Session #2 Cascades based on ranks from Session #1 Cascades.
- The players' rank from Session # 1 is only used to place kids for Session # 2 and these scores are not used in determining overall ranks for players for Sessions # 2 – Session # 5. The ranks from Session # 1 are not used in determining overall ranks for team placements.

### **Session # 2 - Cascades**

- Players will be placed in groups for Session #2 Cascades based on their rankings from Session # 1 Cascades.
- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10-17 skaters except for the lowest ranking group. This group may have up to 25 skaters.
- Start with the lowest-ranking group of players and the second-lowest-ranking group of players from Session # 1. The lowest ranking group will be placed on the bench, where players will leave the ice from. The two groups will play 5 on 5 for 45-60 minutes, shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest-ranking players will then be removed from the ice. The group remaining on ice will continue to play 5 on 5 against the next group that is brought onto the ice. This process continues, bringing the next higher group of players on the ice until all players have been evaluated.
- Players may be moved up or down a group based on the evaluators' input. In some situations, a group may be swapped one for the other. This may be done during or after the ice time.
- Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest and weakest players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 90-120 minutes. Some players will only be on the ice for 45-60 minutes. Some players will remain on the ice for the maximum 2-hour time frame.



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- If a player reaches a cumulative period of 4 hours of playing time, then a member of the Evaluation Committee, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Manager of Hockey Operations, Manager of Development, and or Director of Evaluations will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Players will be ranked from top to bottom in their age category.
- Players will be ranked for placement for Session #3 Cascades based on ranks from Session #2.

### **Session # 3 - Cascades**

- Players will be placed in groups for Session #3 Cascades based on their rankings from Session # 2 Cascades.
- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10-17 skaters except for the lowest ranking group. This group may have up to 25 skaters.
- Start with the lowest-ranking group of players and the second-lowest-ranking group of players from Session # 1. The lowest ranking group will be placed on the bench where players will leave the ice from. The two groups will play 5 on 5 for 45-60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest-ranking players will then be removed from the ice. The group remaining on ice will continue to play 5 on 5 against the next group that is brought onto the ice. This process continues, bringing the next higher group of players on the ice until all players have been evaluated.
- Players may be moved up or down a group based on the evaluators' input. In some situations, a group may be swapped one for the other. This may be done during or after the ice time.
- Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest and weakest players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 90-120 minutes. Some players will only be on the ice for 45-60 minutes. Some players will remain on the ice for the maximum 2-hour time frame.



## **BVHS Evaluation Policy and Procedures 2026 - 2027 Season**

- If a player reaches a cumulative period of 4 hours of playing time, then a member of the Evaluation Committee, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Manager of Hockey Operations, Manager of Development, and or Director of Evaluations will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Players will be ranked from top to bottom in their age category. Players will be placed for placement for Session #4 Cascades.
- Players will be ranked for placement for Session #4 Cascades based on their overall ranks/averages from Session #2 Cascades and Session #3 Cascades.

### **Session # 4 - Cascades**

- Players will be placed in groups for Session #3 Cascades based on their rankings/averages from Cascades Session # 2 and Cascades Session # 3.
- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10-17 skaters except for the lowest ranking group. This group may have up to 25 skaters.
- Start with the lowest-ranking group of players and the second-lowest-ranking group of players from Session # 1. The lowest ranking group will be placed on the bench where players will leave the ice from. The two groups will play 5 on 5 for 45-60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest-ranking players will then be removed from the ice. The group remaining on ice will continue to play 5 on 5 against the next group that is brought onto the ice. This process continues, bringing the next higher group of players on the ice until all players have been evaluated.
- Players may be moved up or down a group based on the evaluators' input. In some situations, a group may be swapped one for the other. This may be done during or after the ice time.
- Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest and weakest players.



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- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 90-120 minutes. Some players will only be on the ice for 45-60 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative period of 4 hours of playing time, then a member of the Evaluation Committee, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Manager of Hockey Operations, Manager of Development, and or Director of Evaluations will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Players will be ranked for placement for Session #5 based on overall ranks/averages from Session #2 cascades, Session #3 cascades and Session #4 cascades.

### **Session # 5 - Scrimmages**

- 15 skaters in all groups, 12-15 skaters in Group 1 and, depending on the number of players in the age category, the lowest ranking group will have 16 to 24 players.
- The only groups to skate on Session # 5 are groups that are on a cut line between divisions. For example, if Group 1 and Group 2 play in the same division, then Group 2 will play Group 3. Group 1 will not skate in Session # 5. The Age Group Eval Admin will communicate which groups will skate in Session # 5 after Session # 2.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, offside, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Lines may be asked to play against each other at certain times during the ice session. Near the end of the session, it may be necessary to play the stronger line from the weaker team against the weaker line from the stronger team to see if movement between teams is warranted. Evaluators may ask players to play 4 on 4 or 3 on 3.
- Players will be ranked from top to bottom in their group, and then players will be ranked from top to bottom in their age category.



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- Players' final rank for team placements is based on overall ranks/averages from Session #2 cascades, Session #3 cascades, Session #4 cascades, and Session #5 scrimmage. In situations where two players are tied the Evaluation Committee will see who ranked higher out of the sessions that they participated in. Ex. Who ranked higher out of the 3 or 4 evaluated sessions. If two players are still tied with the same rankings, the tiebreaker goes to who ranked highest in their last evaluated session.

### **U18 Age Groups Evaluations**

#### **Initial Player Placement U18 - Session #1 Cascades (Skaters)**

For the U18 age group, players will be placed into groups using a grid that places them in their Session #1 Cascades groupings based on their division from the 2025 – 2026 Season, along with their rankings from the 2025 - 2026 Coaches Player Exit Evaluations. BV does not share the breakdown of these grids and players placement for Session #1 is final.

#### **Session #1 - Cascades**

- Players will be placed in groups for Session #1 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10-17 skaters except for the lowest ranking group. This group may have up to 25 skaters.
- Start with the lowest-ranking group of players and the second-lowest-ranking group of players from the previous year's division and player exit evaluations data. The lowest ranking group will be placed on the bench where players will leave the ice from. The two groups will play 5 on 5 for 45-60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest-ranking players will then be removed from the ice. The group remaining on ice will continue to play 5 on 5 against the next group that is brought onto the ice. This process continues, bringing the next higher group of players on the ice until all players have been evaluated.
- Players may be moved up or down a group based on the evaluators' input. In some situations, a group may be swapped one for the other. This may be done during or after the ice time.
- Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest and weakest players.



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- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 90-120 minutes. Some players will only be on the ice for 45-60 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative period of 4 hours of playing time, then a member of the Evaluation Committee, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Manager of Hockey Operations, Manager of Development, and or Director of Evaluations will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Players will be ranked from top to bottom in their age category. Players will be placed for placement for Session #2 Cascades based on ranks from Session #1 Cascades.
- The players' rank from Session # 1 is only used to place kids for Session # 2, and these scores are not used in determining overall ranks for players for Sessions # 2 – Session # 5. The ranks from Session # 1 are not used in determining overall ranks for team placements.

### **Session # 2 - Cascades**

- Players will be placed in groups for Session #2 Cascades based on their rankings from Session # 1 Cascades.
- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10-17 skaters except for the lowest ranking group. This group may have up to 25 skaters.
- Start with the lowest-ranking group of players and the second-lowest-ranking group of players from Session # 1. The lowest ranking group will be placed on the bench where players will leave the ice from. The two groups will play 5 on 5 for 45-60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest-ranking players will then be removed from the ice. The group remaining on ice will continue to play 5 on 5 against the next group that is brought onto the ice. This process continues, bringing the next higher group of players on the ice until all players have been evaluated.
- Players may be moved up or down a group based on the evaluators' input. In some situations, a group may be swapped one for the other. This may be done during or after the ice time.



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- Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest and weakest players.
- The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 90-120 minutes. Some players will only be on the ice for 45-60 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative period of 4 hours of playing time, then a member of the Evaluation Committee, in conjunction with the parent/guardian, will determine if the player should continue in the session.
- If it is determined that the player should be removed from the ice ("Capped Player"), the Manager of Hockey Operations, Manager of Development, and or Director of Evaluations will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left the ice at the same time as the Capped Player.
- In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
- Players will be ranked from top to bottom in their age category.
- Players will be ranked for placement for Session #3 Scrimmage based on ranks from Session #2.

### **Session # 3 - Scrimmage**

- 15 skaters in all groups, except 6 to 12 skaters in Group 1 and, depending on the number of players in the age category, the lowest ranking group will have 16 to 24 players.
- Group 1 plays Group 2, Group 3 plays Group 4, Group 5 plays Group 6, etc. If there is an odd number of groups in the age category, the BV Evaluations committee will determine which group skates twice. Any group that skates twice will only be evaluated when they play the higher-ranking group. Ex. If Group 3 is skating twice, they play Group 2 vs Group 3, then they play again Group 3 vs Group 4. Group 3 would only be evaluated during the Group 2 vs Group 3 Scrimmage.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, offside, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Lines may be asked to play against each other at certain times during the ice session. Near the end of the session, it may be necessary to play the stronger line from the weaker team against the weaker line from the stronger team to see if movement between teams is warranted. Evaluators may ask players to play 4 on 4 or 3 on 3.



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- Players will be ranked from top to bottom in their age category. Players will be ranked for placement for Session # 4 based on their overall ranks from Session #2 and Session #3.

### **Session # 4 - Scrimmages**

- 15 skaters in all groups, except 6 to 12 skaters in Group 1 and, depending on the number of players in the age category, the lowest ranking group will have 16 to 24 players.
- Group 1 plays Group 2, Group 3 plays Group 4, Group 5 plays Group 6, etc. If there is an odd number of groups in the age category, the BV Evaluations committee will determine which group skates twice. Any group that skates twice will only be evaluated when they play the higher-ranking group. Ex. If Group 3 is skating twice, they play Group 2 vs Group 3, then they play again Group 3 vs Group 4. Group 3 would only be evaluated during the Group 2 vs Group 3 Scrimmage.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, offside, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.
- Lines may be asked to play against each other at certain times during the ice session. Near the end of the session, it may be necessary to play the stronger line from the weaker team against the weaker line from the stronger team to see if movement between teams is warranted. Evaluators may ask players to play 4 on 4 or 3 on 3.
- Players will be ranked from top to bottom in their group, and then players will be ranked from top to bottom in their age category.
- Players will be ranked for placement for Session # 5 based on overall ranks from Session #2, Session #3 and Session #4.

### **Session # 5 - Scrimmages**

- The number of players in each group will depend on the number of players to be placed on each team. For instance, if there are 15 skaters to be placed on Team 1, then there will be 12 to 13 skaters in Group 1.
- Group 1 plays Group 2, Group 3 plays Group 4, Group 5 plays Group 6, etc. If there is an odd number of groups in the age category, the BV Evaluations committee will determine which group skates twice. Any group that skates twice will only be evaluated when they play the higher-ranking group. Ex. If Group 3 is skating twice, they play Group 2 vs Group 3, then they play again Group 3 vs Group 4. Group 3 would only be evaluated during the Group 2 vs Group 3 Scrimmage.
- Groups will play 5 on 5 for the entire ice session in a game situation with face-offs, offside calls, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 to 60 minutes, with a shift change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift.



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- Upward and downward movement after Session #6 will be done based on each player's overall ranking average from all 5 sessions.
- Lines may be asked to play against each other at certain times during the ice session. Near the end of the session, it may be necessary to play the stronger line from the weaker team against the weaker line from the stronger team to see if movement between teams is warranted. Evaluators may ask players to play 4 on 4 or 3 on 3.
- Players will be ranked from top to bottom in their group and then ranked from top to bottom in their age category and put on their respective teams.
- Players' final rank for team placements is based on overall ranks/averages from Session #2 cascades, Session #3 scrimmage, Session #4 scrimmage, and Session #5 scrimmage. In situations where two players are tied, the Evaluation Committee will see who ranked higher out of the sessions that they participated in. Ex. Who ranked higher out of the 3 or 4 evaluated sessions. If two players are still tied with the same rankings, the tiebreaker goes to who ranked highest in their last evaluated session.

### **Game Play Rules and Regulations**

#### **Playing Rules**

The Cascades ice time will run a maximum of 45-60 minutes. Players will get 3 minutes to warm up, and the scrimmage will proceed for a maximum of 45-60 minutes.

Session # 5 will be 60 - 75-minute ice times. Players will get a 3-minute warm-up, and a 55 – 70-minute game will proceed.

#### **Positions**

For the U9 Age Groups, players will play 4 vs 4. No positions will be assigned to the U9 Age Group.

U11 Age Groups players will be required to rotate positions every shift. (assigned by bench volunteers)

U13 - U18 players will play their designated positions.

#### **Faceoffs**

The game will begin with a face-off at centre ice.

Officials will officiate the games like a real game, drop the puck after offsides, goals, shift changes, and when the puck is frozen or shot out of play. After each line change, the official will go to the nearest dot from where the puck was placed when the buzzer sounded for the line change. The official will give the players a maximum of 10 seconds to line up for the face-off. Icings will not be called.



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For some age groups and or lower groupings, the Evaluation Committee may determine that it's in the best interest to run with a live puck on the buzzer and eliminate calling offsides, frozen pucks and faceoffs after buzzers. The objective of the committee is to ensure the kids play as much hockey as possible so the evaluators can properly evaluate every player.

### **Line Changes**

The buzzer will be set for 1 – 2-minute intervals at the discretion of the evaluation committee. All players must change on the buzzer. Players must leave the puck where it lies and immediately change. The MHO and or MOD, Director of Evals and or session lead may decide to have players change on the fly at their discretion.

### **Penalties**

All minor penalties will be called. The player on who the infraction occurs will be awarded the penalty shot. Substitutes are not permitted for penalty shots.

### **U9 Rules:**

U9 will play half-ice or cross-ice games. The puck will be live off the face-off.