



BVHS Evaluation
Policy and Procedures
2023-2024 Hockey Season



BVHS Evaluation Policy and Procedures

2023-2024 Season



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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) and age-group directors.

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 Committee

The Manager of Hockey Operations is the BVHS grievance coordinator and a member of the grievance committee. The grievance committee also includes at least two (2) independent evaluators, to be determined upon a grievance being filed. The decisions of the grievance committee are final.

Grievance Process

In the event a player (skater) does not agree with their placement, a player (skater) may grieve following Session #5, as follows for U11 – U18 age groups.

- The evaluation committee will include the deadline to file a grievance in the email sent to the age group parents when they are notified of session #6 groupings being posted.
- The written grievance must state the age category, player's evaluation number, the parents' Respect in Sport #, session #6 group number and any additional comments the parent may wish to make.
- A cheque for \$100 must be delivered to the BVHS Office. The Grievance fee is non refundable.
- The BVHS Manager of Hockey Operations and or evaluation administrator will explain the process and provide parents with the evaluation rankings of the grieving player from session #2 to session #6. Please note session #1 ranks are not used in final ranks for team placement.



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- The BVHS Manager of Hockey Operations will form a grievance committee, which shall include at least two independent evaluators that will attend session #6 to evaluate the player that has placed a grievance. These evaluators may or may not have evaluated the age group previously.
- To be successful, a grieving player must be placed as the top-ranked player in their position in their group for session #6 (regardless of whether the grieving player is playing on the higher or lower group in that session). Ex. If the player is in group 2, they will get evaluated in the group 1 vs group 2 session. The player must be the highest-ranked player in their position for group 2.
- The decision of the grievance committee will be final. A grieving player will be notified of the decision of the grievance committee within 4 hours following session #6.
- There will be no grievance for goalies in any age group and no grievance for any player in U7 or U9.
- There will be no grievances allowed for players who will end up in the same division. Ex. If a player is sitting in group 5 after session #5 and group 5 and group 4 are both playing in division 3, then the player in group 5 can't move any higher than group 4 after session #5, therefore a grievance won't be allowed as they are still in the same division.

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 Skills Session #1

For the U9 - U18 age groups, 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.

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 4 (division 4) 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 5 (division 5).



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For the U11, U13, U15 and U18 age groups, returning players and goalies **may be** placed on a team below the team 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 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.

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. ****

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.

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 #2, session #3, session #4, session #5 or session #6) will remain in the group they were in. An absent player will be the lowest-ranked player for that ice session.

Players absent from more than one evaluation session could potentially be moved down a group 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 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.



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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. 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. Injured and sick players' evaluation numbers will be included in the groupings listed on each respective age group evaluation page. 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.

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.

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 age group directors and the evaluation administrators will be available to any parent that has a question about the evaluation process.



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To maintain impartiality, prior to the commencement of the evaluation process, each player will be identified by a number. Two eval jerseys be given to each player and goalie with their respective evaluation numbers on it. 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 identification 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 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 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, age group director, 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, age group director 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 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



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provide their evaluation of players according to their evaluation number. The evaluation sheets will be maintained by the Manager of Hockey Operations and evaluation administrators.

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 three or four development sessions prior to taking part in Skills Session #1. These ice times are optional, and players will be grouped based on last names. The group sizes will range between 20- 30 players/goalies per session. The focus of these ice times will be on skill development and small area games. The U11 Age Group is required to have 4 Pathway Skates per Hockey Canada Rules and Regs.

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 drills 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 are needed 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 - U18 – Session #1 Skills (Skaters)

For U9, U11, U13, U15 and U18 Age Groups 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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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 U7 Age Group Director and or Manager of Hockey Operations 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 Senior U7 and Junior 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.

U9 Evaluation Process

U9 players participate in the evaluation process like the other age groups.

BVHS, like all hockey associations in Calgary, participates in the U9 Development League (“NDL”). 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 three 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 three 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 – 9.5 seconds, attempt #3 – 7.8 seconds, we would use the score of 7.8 seconds and the other two scores would have no bearing on placement in the total averaging for Session #2 Cascades.



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- 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 # 5.

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 removed from the ice. The group remaining 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 15-20 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 the player should be removed from the ice (“Capped Player”) the Age Group Director and or MHO 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.



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- 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.
- All games will be half or cross-ice or half-ice.
- 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.

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 group remaining 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 15-20 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 the player should be removed from the ice (“Capped Player”) the Age Group Director and or MHO 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.
- All games will be half or cross-ice or half-ice.
- 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 #4.

Session # 4 - Scrimmage

- 8-12 players in all groups.
- Depending on the number of players in the age category, the lowest ranking group will have between 8 and 14 players. The higher number of players in the lowest ranking group allows for upward movement.
- The fewer number of players in Group 1 and Group 2 will allow for upward progression throughout the next evaluation sessions.
- Group 2 plays Group 3, Group 4 plays Group 5, Group 6 plays Group 7, etc. Group 1 does not skate in Session # 4.
- If there is an even number of groups in the age category, the lowest ranking group will be divided into two teams and play against each other.
- U9 Groups will play 4 on 4 half-ice for the entire session and the puck will be live off the buzzer and there will be no offsides, icings and or faceoffs.



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- 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 3 on 3 or 2 on 2 etc.
- 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 moved up or down a group based on their overall ranks from Session #2, Session #3 and Session # 4.

Session # 5 - Scrimmage

- 8-12 players in all groups.
- Group 1 plays Group 2, Group 3 plays Group 4, Group 5 plays Group 6, etc. If there are an odd number of groups in the age category, the lowest ranking group will be divided into two teams and play against each other. U9 Groups will play 4 on 4 half-ice for the entire session and the puck will be live off the buzzer and there will be no offsidess, icings and or faceoffs.
- 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 3 on 3 or 2 on 2 etc.
- 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 placed on teams based on their overall ranks from Sessions #2, Session #3, Session #4 and Session # 5.



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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 1-2-2-1-1-2). 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.**

Player 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



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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 Director of Goaltending 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 school that has been selected by BVHS.
- These initial sessions are to determine the ranking of goalies for the respective Age Groups' first Cascades Session, which is when goalies are combined with skaters.

Goalie - Evaluation System

- Once the ranking has been determined from Goalie Session 1A and 1B, the goalies will be grouped to attend Sessions 2 Cascades as determined by the Director of Goaltending. 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, but they must stay within their cohort.
- 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 #5, 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 MHO and the Director of Goaltending. Goalies will be evaluated through to the end of Session #6.



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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 only Skills sessions.
3. Player Evaluation will consist of 1 Skills session and 1 Cascades Session.
4. Following the preliminary evaluation 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.

5. After all evaluations have been completed, and at the discretion of the Evaluation Committee along with the Director of Goaltending, 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.



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Team Placement:

1. The Association and 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 Atom 1 teams will not have hybrid goalies.

Practices and Games:

1. The Association and Director of Goaltending 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. The Association 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', the Association 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 the Association and the Director of Goaltending

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.



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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 or 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 # 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 have 8 hours 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 1 hr to make their decision. This is based on when the next evaluated ice time is scheduled.



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U11 – Evaluation Process

Session #1 Skills (Timed Skills Session)

- Players will complete each drill three 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 three 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 – 9.5 seconds, attempt #3 – 7.8 seconds, we would use the score of 7.8 seconds and the other two scores 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 # 6.

Session # 2 - Cascades

- Following Session #1 Skills, 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 gameplay situations. Group sizes will be between 10-17 kids 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 40 - 45 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 kids on the ice until all players have been evaluated.
- Players may be moved 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.
- Players may be moved down a group based on the evaluators' input. In some situations, a group may be swapped one for the other.
- 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 40 to 45 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative time period of 2 hours of playing time, then the Evaluation Committee and the Age-Group Director, 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 and or Age Group Director 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 at 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 Cascades.

Session # 3 - Cascades

- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10- 17 kids 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 # 2. 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 40 - 45 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 kids on the ice until all players have been evaluated.



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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 80 to 90 minutes. Some players will only be on the ice for 40 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, then the Evaluation Committee and the Age Group Director, 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 and or Age Group Director 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 at 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 #4 based on 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 2 plays Group 3, Group 4 plays Group 5, Group 6 plays Group 7, etc. If there are an odd number of groups in the age category, the lowest ranking group will be divided into two teams and play against each other.
- Group 1 does not skate during Session #4.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, off-side, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 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.
- 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



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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 age category. Players will be ranked for placement for Session #5 based on overall ranks from Session #2, Session #3 and Session #4.
- Players will be moved up based on who ranked higher 2 out of the three of the previous sessions.

Session # 5 - 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 are an odd number of groups in the age category, the lowest ranking group will be divided into two teams and play against each other.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, off-side, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 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.
- 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 # 6 based on overall ranks from Session #2, Session #3, Session #4 and Session #5.

Session # 6 (Grievance and Final Evaluation)

- 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 are an odd number of teams in the age group, the second-lowest ranking group will skate back-to-back. The second-lowest ranking group will be evaluated when they play the higher-ranking group. Ex. Group 11 plays Group 12. Group 12 then plays Group 13. Group 12 would only be evaluated during the Group 11 vs Group 12 Scrimmage.
- Groups will play 5 on 5 for the entire ice session in a game situation with face-offs, off-side calls, penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 to 60 minutes, shift



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change every 1 to 2 minutes. It will be the referee's discretion where the face-off takes place to start each shift. Evaluators may ask to see 4 on 4 and or 3 on 3 to get more shots for the goalies and or to determine player rankings.

- Upward and downward movement after Session #6 will be done based on each player's overall rankings 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 from Session #2, Session #3, Session #4, Session #5 and Session #6. In situations where two players are tied the Evaluation Committee will see who ranked higher 3 out of the 5 Sessions. The player who ranked higher 3 out of the 5 sessions will be moved up a group for final team placements.



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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.**



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Session #1 Skills (Timed Skills Session)

- Players will complete each drill three 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, by position 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 three 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 – 9.5 seconds, attempt #3 – 7.8 seconds, we would use the score of 7.8 seconds and the other two scores 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 by position. 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 # 6.

Session # 2 - Cascades

- Following Session #1 Skills, 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 gameplay situations. Group sizes will be between 10-17 kids 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 40 - 45 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 kids on the ice until all players have been evaluated.
- Players may be moved 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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- Players may be moved down a group based on the evaluators' input. In some situations, a group may be swapped one for the other.
- 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 40 to 45 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative time period of 2 hours of playing time, then the Evaluation Committee and the Age-Group Director, 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 and or Age Group Director 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 Cascades.

Session # 3 - Cascades

- Players will participate in games to evaluate skills and gameplay situations. Group sizes will be between 10- 17 kids 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 # 2. 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 40 - 45 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 kids on the ice until all players have been evaluated.
- Players may be moved 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 80 to 90 minutes. Some players will only be on the ice for 40 to 45 minutes. Some players will remain on the ice for the maximum 2-hour time frame.
- If a player reaches a cumulative time period of 2 hours of playing time, then the Evaluation Committee and the Age Group Director, 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 and or Age Group Director 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 #4 based on 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 2 plays Group 3, Group 4 plays Group 5, Group 6 plays Group 7, etc. If there are an odd number of groups in the age category, the lowest ranking group will be divided into two teams and play against each other.
- Group 1 does not skate during Session #4.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, off-side and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 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.
- 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 age category. Players will be ranked for placement for Session # 5 based on overall ranks from Session #2, Session #3 and Session #4.
- Players will be moved up based on who ranked higher 2 out of the three of the previous sessions.



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Session # 5 - 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 are an odd number of groups in the age category, the lowest ranking group will be divided into two teams and play against each other.
- Groups will play 5 on 5 for the ice session in a game situation with face-offs, off-side and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 - 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.
- 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 # 6 based on overall ranks from Session #2, Session #3, Session #4 and Session #5.

Session # 6 (Grievance and Final Evaluation)

- 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 are an odd number of teams in the age group, the second-lowest ranking group will skate back-to-back. The second lowest-ranking group will be evaluated when they play the higher-ranking group. Ex. Group 11 plays Group 12. Group 12 then plays Group 13. Group 12 would only be evaluated during the Group 11 vs Group 12 Scrimmage.
- Groups will play 5 on 5 for the entire ice session in a game situation with face-offs off-side calls, and penalty calls (penalty shots awarded). The two groups will play 5 on 5 for 40 to 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.
- Upward and downward movement after Session #6 will be done based on each player's overall rankings 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



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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 from Session #2, Session #3, Session #4, Session #5 and Session #6. In situations where two players are tied the Evaluation Committee will see who ranked higher 3 out of the 5 Sessions. The player who ranked higher 3 out of the 5 sessions will be moved up a group for final team placements.

Game Play Rules and Regulations

Playing Rules

The Cascades ice time will run a maximum of 45 minutes. Players will get 3 - 5 minutes to warm up and the scrimmage will proceed for a maximum of 40 minutes.

Sessions # 4, # 5 and #6 will be 60 - 75-minute ice times. Players will get a 3 – 5 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.

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 went 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.

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.



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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 AGD and or VP On-Ice 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 rewarded 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.