U14 PERFORMANCE CRITERIA

U14 Universal Player Evaluation

Skills for Assessment Overview:

The following is an overview of the skills that will be assessed during the evaluation process. Player's will receive a mark out 5 on each of the skills listed below

Marks Breakdown:

1 = Poor, 2 = Below Average, 3 = Average, 4 = Above Average, 5 = Outstanding/Dominant

1. **Skating Skills:**

- a. Skating
 - i. Forward (including Crossovers)
 - ii. Backward (Including Crossovers
 - iii. Turns
 - iv. Pivots
 - v. Stops and starts

2. Ringette Skills

- a. Passing and Receiving
 - i. Forehand pass
 - ii. Backhand pass
 - iii. Receiving a pass
 - iv. Type of pass [lead, drop, flip, head on, etc.)
- b. Shooting
 - i. Forehand/Wrist Shot
 - ii. Backhand
 - iii. Slider
- c. Checking & Ring handling
 - i. Sweep check
 - ii. Aggressiveness
 - iii. Checking in the boards
 - iv. Checking with team mates
 - v. Checking with two hands
 - vi. Placement of hands on stick

3. Game Play Offensive

- a. Offensive:
 - i. Breakout & getting open
 - ii. Passing
 - iii. Fore-checks
 - iv. Shooting
 - v. Use of Picks, screens and posts
 - vi. Teamwork
 - vii. Positioning in Offensive zone
 - viii. Ability to adjust to opposition
 - ix. Involvement in Play
 - x. Game Sense Ability to change roles throughout game

4. Game Play Defensive

- a. Defensive:
 - i. Breakout & goalie ring support
 - ii. Coverage
 - iii. Passing
 - iv. Supporting teammates
 - v. Team work
 - vi. Checking
 - vii. Positioning in Defensive zone
 - viii. Ability to adjust to opposition
 - ix. Involvement in Play
 - x. Game Sense Ability to change roles throughout game

Goalie Evaluation Criteria:

The following is an overview of the skills that will be assessed for goalies. Skating ability will follow the same guidelines as players. Marks breakdown is the same.

- 1. Mobility Skating Skills
 - a. Mobility
 - b. Lateral movement
 - c. Forward
 - d. Backwards
 - e. Overall Skating ability

2. Game Skills

- a. Stick Work
- b. Ring Skills [Goalie Ring]
- c. Positioning
- 3. **Goalie Specific**
 - a. Style of Play

Calculating your Team Ordinal

To determine your team ordinal, use the following steps. You can also use the Team Ordinal Chart on the Ringette BC webpage found here

- 1) Total each players points for all 8 sections, then divide by 8 to get the *player ordinal*.
 - Add all player ordinals together, and divide by the total number of players to get your *team ordinal*.

	1 - POOR	2 – BELOW AVERAGE	3 - AVERAGE	4- ABOVE AVERAGE	5 – OUTSTANDING DOMINATE
Forward	Still acquring proper stance & balance	Sometimes in proper stance & balance.	Generally Maintains proper stance & balance.	Maintains proper stance & balance.	Consistently in proper stance & balance
Skating	 Acquired some basics of stride often lose balance & head is not up when in motion. Crossovers- cannot fully lift leg over the other, struggles to maintain balance & speed. Often has to balance check. 	 Has acquired a good foundation of stride but still acquiring consistent stride & full leg extension. Crossovers- lifts leg over the other. Sometimes able to maintain balance & speed. Sometimes has to balance check 	 Has acquired good stride & is showing consistent leg extensions. Shows some understanding of the basics of acceleration Inconsistently uses sharp turns to maintain speed and change direction quickly Crossovers- most often lifts leg over the other. Sometimes able to maintain balance and speed 	 Has acquired good stride & leg extensions. Strides are smooth with full leg extension. Strides are generally powerful. Understands basics of acceleration Sometimes uses sharp turns to maintain speed and change direction quickly Crossovers- consistently lift leg over the other. Generally able to maintain balance & speed. 	 Has consolidated stride skills. Displays smooth efficient strides with full leg extension. Strides are always powerful. Able to change speed in motion. Accelerates with strides Uses sharp turns to maintain speed and change direction quickly. Crossovers- consistently lift leg over the other. Displays smooth & efficient crossovers. Consistently maintains balance & speed.
Backward	Still acquiring proper stance & balance.	Sometimes in proper form & balance. Rarely	Generally displays proper form with good	Consistently displays proper form with good	Consistently maintains proper form with good center of
Skating	Sometime uses stick for balance. Head is sometimes up. Attempts C cuts but cannot make complete C. Struggles to maintain backwards momentum. Crossovers- Still acquiring the basics of backwards crossovers. Can only do a couple without breaking form & momentum.	 uses stick for balance check. Keeps head up. Can perform a C-cuts but sometimes does not make complete entire C. Sometimes loses form but generally able to maintain momentum. Crossover - Has acquired the basics of backwards crossovers. Sometimes able to proper form & able to maintain momentum. 	 center of gravity. Head & chest are skating. Generally displays full C-cuts. Starting to maintain momentum. Inconsistently gains speed. Can perform a backwards sharp turn but unable to maintain speed &/or body positioning. Crossovers – Has acquired average backward crossovers. Generally maintains proper form. 	 center of gravity. Head & chest are skating. Generally displays full & smooth C-cuts. Able to maintain momentum & gains speed. Can perform a backwards sharp turn Crossovers – Has acquired good backward crossovers. Generally maintains proper form & able to keep momentum & maintain speed. 	 gravity. Head & chest are up. Consistently displays full & smooth C-cuts. Consistently able to maintain momentum & gain speed throughout C Cut. Able to perform Sharp turns backwards. Attempts to end with a crossover Crossovers – Has consolidated good backward crossovers used in motion to increase speed.
Stops & Starts & Pivots	 Still acquiring proper stance & balance. Does not display proper stance into & out of stops/starts. Starts: Cannot display T or V start. Cannot perform crossover start. Stops: Still acquiring stopping skills. Generally able to perform 1 foot stop. Not able to perform proper 2 foot stop. Does not perform a crossover start out of stop. Pivots: Unable to pivot from front to back. 	Sometimes maintains proper form & balance. Sometimes maintains proper stance into & out of stops/starts. Starts: Sometimes displays proper T or V start. Acquiring basics of crossover start. Stops: Can perform One foot stop on both sides. Can perform two foot stop but does not consistently maintain proper form into & out of stop. Sometimes attempts crossover start out of stop. Pivots: Can somewhat pivot from front to back. Back to front is inconsistent	 Generally maintains proper stance & balance into & out of stops/starts. Starts: Generally displays proper T or V start. Developing basics of crossover start. Stops: Generally uses & performs two foot stop. Still developing consistent balance and form into and out of the stop. Stops: Learning backwards V & T stop Stops: Attempts parallel stop Pivots: Can inconsistently pivot smoothly from front to back. Back to front is inconsistent 	 Maintains proper stance & balance into & out of stops/starts. Starts: Consistently displays proper T or V start. Has acquired basics of crossover start. Stops: Consistently uses & performs two foot stop. Generally maintains proper form into & out of stop. Stops: Generally performs backwards V & T stop Stops: Able to perform a parallel stop Pivots: Can pivot smoothly from front to back. Back to front is still developing 	Consistently maintains proper stance & balance into & out of stops/starts. Starts: Consistently displays proper T or V start. Generally performs a crossover starts. Starts: Accelerates out of Starts. Consistently performs powerful crossover start out of stop. Stops – Consistently uses & performs two foot stop. Consistently maintains proper form into & out of stop. Stops: Able to perform backward v-stop and T-stop. Pivots: Can pivot smoothly from front to back and back to front.
Shooting (backhand & forehand sliders)	Sometimes accurate sliders in motion. Still acquiring the basic skill. Backhand flip: Sometimes accurate static. Sometimes accurate when moving. Wrist Shots: Attempts to lift ring when static. Cannot lift ring while moving. No power.	 Generally displays accurate sliders in motion Backhand flip: Generally accurate when static. Generally accurate when moving. Wrist Shots Sometimes lifts ring when static. Sometimes lifts ring while moving. No power. 	Most often displays accurate sliders in motion. Power in slider. Backhand flip: Most often accurate when static. Wrist Shots: Generally accurate when static. Sometimes accurate when moving. Some power in shot.	Consistently displays accurate sliders in motion. Power in slider. Backhand flip: Consistently accurate when static. Most often accurate when moving. Wrist Shots: Consistently accurate when static. Generally accurate when moving. Some power in shot. Sometimes attempts to deke with shot.	Consistently displays accurate/powerful sliders in motion. Backhand flip: Consistently accurate when moving. Able to shoot quickly. Wrist Shots: Consistently accurate when static. Consistently accurate when moving & often hits corners. Able to lift ring. Power in shot Consistently Attempts deke with head fake

Passing and Receiving	Occasionally displays proper form & stick grip; • Sometime makes accurate passes while static. Struggles to make accurate passes while moving. Struggles to make lead passes while static & moving. • Sometimes able to stab ring when static. Generally not able to stab ring while In motion.	Sometimes displays proper form & stick grip. Sometimes points stick passing/receiving. Sometimes makes accurate forehand passes while static. Rarely uses backhand passes. Attempts to make accurate lead passes while static & sometimes while moving. Not always able to stab ring when static. Sometimes able to stab ring when moving	Most often displays proper form & stick grip. Often points stick passing/receiving. Generally makes accurate forehand passes while static & sometimes while moving. Sometimes uses backhand passes. Sometimes makes accurate lead passes while static. Inconsistent when moving. Often able to stab ring when static & most often when moving.	Consistently displays proper form & stick grip. Consistently points stick passing/receiving. Generally makes accurate forehand passes while static & moving. Sometimes accurate backhand passes. Generally makes accurate lead passes while static & moving. Often able to stab ring when static & moving.	Consistently displays proper form & stick grip. Always points stick passing/receiving. Consistently makes accurate Forehand passes while static & moving. Generally makes accurate lead passes while static & moving. Generally accurate backhand passes. Often able to stab ring when static & moving. Attempts drop passes & board passes.
Checking & Ring Handling	 Typically does not check with two hands on stick Rarely reads ring carrier to cut off, does not gain possession of the ring from the opposition. In motion loses control of body & falls. Hesitant to check in corners/boards Sometimes ring handles & rarely protects ring. Easy to check 	Sometimes checks hard with two hands on stick Rarely reads ring carrier to cut off & sometimes gains possession of the ring. Hesitant to check in corners/boards Sometimes ring handles & attempts to use body to protect ring. Often easy to check	 Generally checks hard with two hands on stick, & sometimes maintains control of body. Sometimes performs sweep check. Sometimes tries to check in motion. Sometimes reads ring carrier to cut off & sometime gains possession of ring. Sometimes checks in corners & along boards Sometimes ring handles & uses body positioning to protect ring 	 Most often checks hard with two hands on stick, & sometimes maintains control of body. Performs sweep check. Generally tries to check in motion. Generally reads ring carrier to cut off & gains possession of ring. Checks in corners & along boards Generally ring handles & uses body positioning to protect ring & Sometimes maintains possession. 	 Consistently checks hard with two hands on stick, & generally maintains control of body while skating. Often reads ring carrier to cut off & often gains possession of the ring. Consistently checks in the corners & along boards Sometimes back checks Strong ring handling: uses body positioning to protect ring from other players & maintains possession.
Game Skills - Offensive	Below average &/or new player Struggles to gain & maintain possession of the ring. Rarely gets open for passes out to the zone. Sometimes able to keep up with the pace of game Not often able to create offensive shooting & passing opportunities. Player is rarely in motion stationary	Below average player, Player often in motion Somewhat able to perform a breakout following coach instructions Sometimes gains possession of the ring. Usually able to maintain possession. Sometimes able to get open for passes & sometimes able to keep up with the pace of game. Sometimes creates offensive shooting & passing opportunities. Shows good understanding of rules & sometimes displays good decision making skills	Average player, Player is most often in motion Able to perform parts of a breakout following coach instructions Sometimes has possession of the ring/involved in play.	Average player, Player is generally in motion Able to perform a breakout following coach instructions Often has possession of the ring/involved in play. Does not create a lot of turnovers. Reads play well & often gets open for passes when not carrying the ring. Usually follows the play. Often creates offensive shooting & passing opportunities Shows good knowledge of rules & displays good decision making skills.	 Above average player, Player is in constant motion Effectively does a breakout following coach instructions. Adjusts to defense Consistently has possession of the ring. Highly involved in play. Generally does not create turnovers. Reads play well & open for passes. Always follows the play. Consistently creates offensive shooting & passing opportunities. Shows strong knowledge of rules & displays good decision making skills.
Games Skills- Defensive	Below average or new player, Rarely aggressive & weak checker Player tries to maintain a triangle but consistently breaks position Attempts to block passes, struggles to read play Rarely keeps up with the play Player "dumps" ring on occasion Does not support Goalie for goalie ring	Below average player, Average checker sometimes able to gain possession Shows knowledge of triangle; but sometimes breaks formation Sometimes reads the play to create turnovers Sometimes able to move ring out of defensive zone. Sometimes keep feet moving.	Average player, Generally Aggressive & strong checker Average understanding of defensive triangle formation Sometimes reads the play to create turnovers Involved in the play approx 50% of the time Inconsistently puts pressure on offense	Average player, Generally Aggressive & strong checker Good Understanding of defensive triangle formation Often reads the play to create turnovers Generally in the play Generally pressures offense & "steps up" in the triangle & in neutral zone. Sometimes will enter offensive zone	 Above average player, Aggressive & successful checker Strong Understanding of defensive triangle Consistently reads the play to create turnovers Consistently able to move ring out of defensive zone. Consistently pressures offense & "steps up" in the triangle & in neutral zone intercepts ring in neutral or offensive zone Takes offensive opportunities

ring breakout.

PLAYER SCORE CARD Please score each player 1-5 based on the description in the Performance Criteria Chart Date		1 = Poor 2 = Below Average 3 = Average 4 = Above Average 5 = Outstanding/dominant SKATING SKILLS				RIN	IGETTE SI	KILLS	GAME	SKILLS			
Instructor Evaluator Location Division		Forward Skating [including Crossovers]	Backward Skating [including Crossovers]	Turning [forwards & backwards]	Pivots	Stops and Starts	Shooting	Passing & Receiving	Checking & Ring handling	Game Skills - (Game Skills - DEFENSIVE	Total Player points	Evaluators Feedback
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	1 - POOR	2 – BELOW AVERAGE	3 - AVERAGE	4- ABOVE AVERAGE	5 – OUTSTANDING DOMINATE		
Mobility (lateral, forward & backward	Unable to perform smooth lateral pushes from side to side Still learning skill in T-pushes & glide Acquiring coordination of power pushes & glides Backwards C-Cuts are weak Forward skating is weak with weak transitions to backwards Rarely reads play most of the time [No skill of Telescoping] Unable perform Butterfly slides from side to side smoothly.	Somewhat smooth lateral pushes from side to side Still learning skill in T-pushes & glide Acquiring coordination of power pushes & glides Backwards C-Cuts are somewhat smooth Generally smooth forward skating with weak transitions to backwards Somewhat read play most of the time [little skill with Telescoping] Sometimes able perform Butterfly slides from side to side smoothly.	Generally smooth lateral pushes from side to side Demonstrates some skill in T-pushes & glide Some understanding of power pushes & glides Backwards C-Cuts are smooth but not consistent Generally smooth forward & backward skating & transitions Able to read play most of the time [shows some skill with Telescoping] Able to generally perform Butterfly slides from side to side smoothly.	 Strong lateral pushes from side to side Demonstrates strong understanding of T-push & glide Strong understanding of power pushes & glides Strong, consistent backwards C-Cuts Strong, consistent forward & backward skating & transitions Able to read play [shows general understanding of Telescoping] Able to generally perform Butterfly slides from side to side smoothly 	 Strong lateral pushes from side to side. Demonstrates strong understanding of T-push & glide Strong understanding of power pushes & glides Strong, consistent backwards C-Cuts Strong, consistent forward & backward skating & transitions Able to read play well [shows strong understanding of Telescoping] Able to consistently perform Butterfly slides from side to side smoothly 		
Ring Skills & Stick work	 Rarely throws lead passes to teammates & open ice Unable to redirect ring towards boards Attempts blocks shots & reacts to shooter Stick Handling: Sometimes has stick flat on the ice. Stick handling: sometimes makes lead passes with goalie stick. 	Sometimes throws lead passes to teammates & open ice Attempts to control rebounds Sometimes able to redirect ring towards boards Can redirect ring when passed ring by teammates Attempts blocks shots & reacts to shooter Stick Handling: Sometimes has stick flat on the ice. Stick handling: sometimes makes lead passes with goalie stick.	Generally throws lead passes to teammates & to open ice Attempts to control rebounds Generally, able to redirect ring towards boards Can redirect ring when passed ring by teammates Generally blocks shots & reacts to shooter Stick Handling: Keeps stick flat on the ice. Stick handling: Generally makes lead passes with goalie stick.	 Consistently throws lead passes to teammates & throws to open ice Typically controls rebounds Able to redirect ring successfully towards boards Can redirect ring when passed ring by teammates to move play forward Consistently blocks shots & reacts to shooter Stick Handling: Typically keeps stick flat on the ice. Stick handling: Generally makes accurate lead passes with goalie stick. 	 Consistently throws lead passes to teammates & throws to open ice Consistently controls rebounds Consistently Able to redirect ring successfully towards boards Can redirect ring when passed ring by teammates to move play forward Consistently blocks shots & reacts to shooter Stick Handling: Consistently keeps stick flat on the ice. Stick handling: Able to make accurate lead passes with goalie stick. 		
Positioning	 Rarely finds the post; often slow to tighten to post Sometimes in position for triangle & free passes. Shows weak understanding of playing the angles Rarely adjusts correctly to teammates positions in the triangle Rarely adjusts to offensive players positions & passes made 	 Sometimes able to hug & finds the post; often slow to tighten to post Sometimes in position for triangle & free passes. Sometimes shows understanding of playing the angles Sometimes adjusts correctly to teammates positions in the triangle Sometimes adjusts to offensive players positions & passes made 	 Usually able to hug & finds the post; sometimes slow to tighten to post Usually in position for the triangle & free passes. Sometimes shows understanding of playing the angles Generally adjusts correctly to teammates positions in the triangle Generally adjusts to offensive players positions & passes made 	 Generally able to hug & finds the post Understands positional play in the triangle & free passes. Consistently shows understanding of playing the angles Consistently successfully adjusts to teammates positioning in the triangle Consistently adjusts to offensive players positions & passes made 	 Consistently hugs the post & finds the post Understands positional play in the triangle & free passes. Consistently shows understanding of playing the angles Consistently successfully adjusts to teammates positioning in the triangle Consistently adjusts to offensive players positions & passes made 		
Style of Play	 Still learning Stand-up style of play Displays some skill of crouch & one-knee drop but is not consistent Rarely does Butterfly & inverted V 	 Still learning Stand-up style of play Displays knowledge of the crouch & one-knee drop but is not consistent Sometimes shows Butterfly & inverted V but rarely 	 Consolidated skill to show Strong understanding & use of Stand-up style of play Strong understanding of crouch & one-knee drop Consistently showing consolidation in Butterfly & inverted V 	 Consolidated skill to show Strong understanding & use of Stand-up style of play Strong understanding of crouch & one-knee drop Generally showing refinement in Butterfly and inverted V 	 Strong understanding & use of Stand-up style of play Consistently showing refinement in Butterfly and inverted V Strong understanding of crouch & one-knee drop 		

Goalie SCORE CARD Please score each player 1-5 based on the description in the Performance Criteria Chart											
Date		Mobility – Skating Skills			GAME SKILLS			Goalie Specific			
Instructor Evaluator Location Division		Mobility		Forward & Backward Overall Skating Skills		Stick Work Ring Skills		Positioning	Style of Play	Total Player points	Evaluators Feedback
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