U16 & U19 PERFORMANCE CRITERIA

This skills chart and evaluation tool is to be used in both the U16 and U19. Please note that the major difference between these divisions will show in the Game Play sections (3 &4), indicating that a U16 may not score a 5 in these sections, even if they scored high in skating skills and ringette skills.

U16 & U19 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 Skating	Sometimes in proper stance & balance 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.	 Generally in proper stance & balance. 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 	 Maintains proper stance & balance. Has acquired good stride & leg extensions. Strides are smooth with full leg extension. Strides are generally powerful. Shows basics of acceleration Sometimes uses sharp turns to maintain speed & change direction quickly Crossovers- consistently lift leg over the other. Generally able to maintain balance & speed. 	 Consistently in proper stance & balance Has consolidated stride skills. Displays smooth efficient strides with full leg extension. Strides are always powerful. Able to change speed in motion. Generally uses sharp turns to maintain speed & change direction & speed quickly. Crossovers- consistently lift leg over the other. Displays smooth & efficient crossovers. Consistently maintains balance & speed. 	 Consistently in proper stance & balance Has consolidated stride skills. Displays smooth efficient strides with full leg extension. Strides are always powerful. Able to change speed /Able to accelerate quickly. Consistently uses sharp turns & Crossovers to maintain & increase speed effectively. Finishes with a crossover. Crossovers- consistently lift leg over the other. Displays smooth & efficient crossovers. Consistently maintains balance & speed.
Backward Skating	Still acquiring proper stance & balance. 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.	Generally in proper form & balance. Rarely 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.	Consistently displays proper form with good 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 but unable to maintain speed &/or body positioning. Crossovers — Has acquired good backward crossovers. Generally maintains proper form & able to keep momentum & maintain speed.	Consistently maintains proper form with good center of gravity. Head & chest are up. Consistently displays full & smooth strides. 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. In backwards crossovers pulls the ice to gain & maintain speed. maintains proper form	Consistently in proper form with good center of gravity. Consistently displays full & smooth stride. Consistently able to maintain momentum & gain speed throughout C Cut & crossovers. Able to perform Sharp turns backwards & maintain speed. Finishes in crossover Crossovers — Has consolidated good backward crossovers used in motion to increase speed. In backwards crossovers pulls the ice to gain & maintains speed. Maintains proper form
Stops & Starts & Pivots	Still acquiring proper stance & balance. Does not display proper stance in & out of stops/starts. Starts: Sometimes displays 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.	Generally maintains proper form & balance. Sometimes maintains proper stance in & out of stops/starts. Starts: Generally 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	 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: Learning backwards V & T stop Stops: Attempts parallel stop Pivots: Can inconsistently pivot smoothly from front to back. Back to front is inconsistent 	 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 & T-stop. Powers out of stop Pivots: Can pivot smoothly from front to back. Back to front is inconsistent. 	 Consistently maintains proper stance & balance into & out of stops/starts. Starts: Consistently displays proper T or V start. Consistently performs crossover starts. Starts: Consistently accelerates out of starts. Stops – Consistently uses & performs parallel stop. Consistently maintains proper form in & out of stop. Stops: Able to perform backward v-stop & T-stop with speed. Pivots: Can pivot smoothly from front to back & back to front.
Shooting (backhand & forehand sliders)	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. 	Consistently displays accurate sliders in motion. Power in slider. Backhand flip: Consistently accurate when static. Generally accurate when moving. Wrist Shots: Generally accurate when static. Sometimes accurate when moving. Some power in shot. Shoots wide generally. 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 Attempts deke with shot & head fake	 Consistently displays accurate/powerful sliders in motion. Backhand flip: Consistently accurate when moving. Able to shoot quickly & accurately. Wrist Shots: Consistently accurate when static. Consistently accurate when moving & often hits corners. Able to lift ring. Power in shot Attempts deke with shot or pass & head & body fake

Passing & Receiving	Occasionally displays proper form & stick grip; points stick passing/receiving. • 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. Not often able to stab ring while moving.	 Generally displays proper form & stick grip. Often points stick passing/receiving. Makes accurate forehand passes static, sometimes while moving. Rarely uses backhand passes. Attempts accurate lead passes while static & sometimes while moving. Generally able to stab ring when static. Sometimes able to stab ring 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. Consistently 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.	Consistently displays proper form & stick grip. Consistently points stick when passing/receiving. Consistently makes accurate For- & backhand passes while static & moving. Consistently makes accurate lead passes while static & moving. Consistently able to stab ring when static & moving. Uses drop passes & board passes in play. Shows when to do a forehand vs. backhand pass
Checking & Ring Handling	 Sometimes checks hard with two hands on stick Rarely reads ring carrier to cut off pass& sometimes gains possession of the ring. In motion loses control of body & falls. Hesitant to check in corners/boards Sometimes handles ring & 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. Attempts sweep check. Generally tries to check in motion. Sometimes reads ring carrier to cut off & sometime gains possession of ring. Checks in corners & along boards Sometimes 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. Performs sweep check. Often reads ring carrier to cut off & often gains possession of the ring. Checks in the corners & along boards Sometimes back checks Strong ring handling: uses body positioning to protect ring from other players & maintains possession.	 Consistently cleanly checks hard with two hands on stick, & consistently maintains control of body while skating. Consistently reads ring carrier to cut off & often gains possession of the ring. Will double team in the boards & corners Actively back checks Consistent strong ring handling skills: body positioning to protect ring & consistently maintains possession.
Game	Below average &/or new playerStruggles to gain & maintain	Below average player, Player often in motionSomewhat able to perform a breakout	Average player, Player is generally motion Able to perform basic breakout following	Above average player, Player is in constant motion Effectively does a breakout following coach	Dominate player; Player is in constant motion Consistently does a breakout following coach
Skills -	possession of the ring.	following coach instructions	coach instructions	instructions. Adjusts to defense	instructions. Adjusts to defense
Offensive	 Rarely gets open for passes out to the zone. Sometimes able to keep up with the 	 Sometimes gains possession of the ring. Usually able to maintain possession. Sometimes able to get open for passes & 	 Often has possession of the ring/involved in play. Does not create a lot of turnovers. Reads play well & often gets open for 	Consistently has possession of the ring. Highly involved in play. Generally does not create turnovers.	Consistently has possession of the ring. Highly involved in play. Generally does not create turnovers.
	pace of game	sometimes able to keep up with the pace	passes when not carrying the ring. Usually	Reads play well & open for passes. Always	Reads play well & gets open for passes when not
	 Not often able to create offensive shooting & passing opportunities. 	of game.Sometimes creates offensive shooting &	follows the play. Generally creates shooting opportunities	follows the play. Consistently creates offensive shooting &	carrying the ring. Always follows the play. Consistently creates offensive shooting
	 Player is rarely in motion stationary 	passing opportunities.	Attempts to set up teammates offensively	passing opportunities.	opportunities.
	Unable to perform a basic breakout	Shows good understanding of rules &	Player demonstrates knowledge of picks &	Shows good decision making skills.	Effectively uses teammates in offensive zone
	following instruction from coach	sometimes displays good decision making skills	screensShows displays good decision making skills.	 Engages teammates in offensive zone Player demonstrates use of picks & screens 	Shows strong decision making skills. Effective use of picks & screens & posts
Games	Below average or new player, Rarely	Below average player, Average checker	Average player, Generally Aggressive & strong	Above average player, Aggressive & successful	Dominate player, Aggressive & successful checker
Skills-	aggressive & weak checker	sometimes able to gain possession	checker	checker	Strong Understanding of defensive triangle
Defensive	 Player tries to maintain a triangle but 	Shows knowledge of triangle; but	Good Understanding of defensive triangle	Strong Understanding of defensive triangle	Consistently reads the play to create turnovers
Detellaive	consistently breaks position	sometimes breaks formation	formation	Consistently reads the play to create	Consistently able to move ring out of defensive
	 Attempts to block passes, struggles to read play 	Sometimes reads the play to create turnovers	Often reads the play to create turnovers Generally in the play	turnoversConsistently able to move ring out of	zone.Consistently pressures offense & "steps up" in
	 Rarely keeps up with the play 	Sometimes able to move ring out of	Generally pressures offense & "steps up"	defensive zone.	the triangle & in neutral zone
	 Player "dumps" ring on occasion 	defensive zone. Sometimes keep feet	in the triangle & in neutral zone.	Consistently pressures offense & "steps up"	intercepts ring in neutral or offensive zone
	Sometimes Supports Goalie for goalie	moving.	Sometimes will enter offensive zone	in the triangle & in neutral zone	Takes offensive opportunities
	ring breakout.	Generally Supports Goalie for goalie ring breakout	Sometimes stays with check	• intercepts ring in neutral or offensive zone	Consistently Supports Goalie on goalie ring
		DIEGROUT	Generally Supports Goalie for goalie ring breakout.	Takes offensive opportunitiesConsistently Supports Goalie for goalie ring.	breakout. Supports offense on breakouts.
			breakout.	Sometimes follows up offense on breakout	 Makes support passes to teammates when in appropriate.
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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 - OFFENSIVE	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 Style of Play	 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 Still learning Stand-up style of play Displays some skill of crouch & one- 	 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 Still learning Stand-up style of play Displays knowledge of the crouch & one- 	 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 Consolidated skill to show Strong understanding & use of Stand-up style of 	 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 Consolidated skill to show Strong understanding & use of Stand-up style of play 	 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 Strong understanding & use of Stand-up style of play
ridy	knee drop but is not consistent Rarely does Butterfly & inverted V	 knee drop but is not consistent Sometimes shows Butterfly & inverted V but rarely 	 play Strong understanding of crouch & one-knee drop Consistently showing consolidation in Butterfly & inverted V 	 Strong understanding of crouch & one-knee drop Generally showing refinement in Butterfly and inverted V 	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	Lateral	Forward & Backward	Overall Skating Skills	Stick Work	Ring Skills	Positioning	Style of Play	Total Player points	Evaluators Feedback
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