



Rep Tryout Policy

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Representative Tryout Procedure Guidelines

1. Introduction:

- 1.1. The intent of this Representative Tryout Procedure Guidelines document is to provide an

overview and process that will be followed for the selection of all WKMHA representative teams. There are often variables that can't all be accounted for and at times, decisions may need to be made based on rationales that provide fairness not only to the individual player, but to those players that he/she is competing against.

2. Representative Tryout Objectives:

2.1. WKMHA would like to assess each player wishing to play at a higher level, on their skills and abilities at the time of evaluation in a fair and transparent manner.

2.2. Representative Tryouts are broken into three phases:

2.2.1. Phase 1 & 2 - Goalie Evaluation & Skater Skills Testing (U11 Only)

2.2.2. Phase 3 – Three Scrimmage Games or Three Assessment Ice Times

2.2.3. Phase 4 – Black vs White inter-squad Game

2.2.4. Phase 5 – Final releases after 2 practices and 1 or 2 exhibition games

3. Purpose of Player Evaluation and Selection:

3.1. This Representative Tryout Policy document is a guideline and procedure manual, written in the best interest of our whole Association. It is intended to represent the outline of what the Board of Directors, Director of Development and Coaching and Executive Director feel is best for our children and the program we have built to serve these children.

3.2. This procedure document is built on the auspice of common sense when interpreting. Most questions you may have can be answered by your Director of Development. Please refer to our website for the latest updates.

4. Objectives of Player Evaluation:

4.1. To provide a fair and impartial assessment of a player's hockey skills during the skating and scrimmage sessions.

4.2. To ensure that players have a reasonable opportunity of being selected to a team appropriate to their skill levels as determined during the on-ice evaluations of the current year.

4.3. To provide coaches with the opportunity and flexibility to build a team based in part on their own coaching philosophy and knowledge of players skills and attitude.

4.4. To provide uniformity and consistency in the evaluation process such that a player and parent expectations are consistent from year to year as players move through the various level of the association's programs.

4.5. To form teams to maintain balanced and competitive play where the athletes can develop and participate equitably and have fun playing hockey during the season.

4.6. To be able to provide feedback in order to develop players.

5. Evaluation Team

5.1. The ***"Evaluation Team"*** will consist of Independent Evaluators and select coach

applicants and/or appointed non-parent Head Coaches.

5.2. The "Evaluation Team" will be chaired by the Director of Development and Coaching.

6. Evaluator Procedures:

6.1. No Director or Executive member will be privy to the results of evaluations from their child's division.

6.2. Players will wear a pinnie or jersey with a designated number for each ice session for the duration of tryouts.

6.3. The on-ice Skills Testing will be the on-ice skills evaluation for skaters (players).

6.4. The Director of Development and Coaching and Executive Director will determine any and all evaluation tools used by the evaluators.

7. Evaluation Process "Skaters" Overview:

7.1. Players will be placed in Skills Testing groups. Groups will be created by the Director of Development and Coaching and Executive Director.

7.2. Day 1 - Skills based Testing for U11 and Goalie Skills.

7.3. Days 2 - 4 - game based evaluations or assessment practices for all divisions.

7.4. Players will be given a colored pinnie or jersey number at the start of the Tryouts and will need to keep this pinnie until the end of their 3rd ice session.

NOTE - This is your identification for the evaluations and a player will not be given a score if this is lost or misplaced.

7.5. Player movement can occur between groups for Game 2 based on Game 1 evaluations. (all divisions)

Note: movement is only made if the evaluations rankings justify it.

7.6. Some players may not play the Black & White game based on being a top ranking player at this stage of the process.

Note - The Director of Development has the ability to not play up to 10 players if there are more than 2 Rep or Development teams in any one age group.

7.7. See Appendix 1 for evaluation criteria pertaining to all divisions.

7.8. After the Black & White game, pools will be created to the following sizes:

Divisions with 2 Rep Teams	Divisions with 3 Rep Teams
A1 - 18 players, 3 goalies	A1 - 18 players, 3 goalies
A2 - 15 players, 2 goalies	A2 - 15 players, 2 goalies
	A3 - 15 players, 2 goalies

- 7.9. If a Division only has 2 Representative Teams, numbers will be A1 18 players (3 goalies) and A2 15 players (3 goalies) as diagrammed above
- 7.10. Pools will be posted to the WKMHA website. **see release section for more details.
- 7.11. Once pools are formed, players will report to their practice team and practices will be held, along with 1 or 2 exhibition games. From this point forward final players decisions will be made through the coaching staff, Representative Supervisor and Director of Development and Coaching
- 7.12. Releases will be posted on the WKMHA website following the final exhibition game, if required.
- 7.13. U18 teams have certain exclusions due to the hold fee and players coming back to WKMHA.

8. Evaluation Process “Goalies” Overview:

- 8.1. During goalie evaluations, an independent on-ice instructor will lead goalies through a number of skill-based drills during a 1 hour session. Following the individual skills session, the goalies will take part in Simulated Game Situations to allow evaluations to occur in game-like situations. Evaluations will be completed by Independent goalie evaluators, Representative Supervisor and Director of Development and Coaching
- 8.2. Based on the on-ice skill session and simulated game situations run by the independent evaluators, releases can be made.
- 8.3. Goalies moving forward will be assigned a group and will participate in inter-squad or assessment sessions.
- 8.4. The second stage of goalie releases can happen after Game #1, if required.
- 8.5. Goalies may be moved between groups after games.

Note: movement will only occur if the evaluation justifies it.

- 8.6. Goalies can be assigned after the Black & White Game. Final release can occur after the final exhibition game.

9. Final Team Selection

- 9.1. At the conclusion of the final exhibition game, final division selection will be made by assigned independent evaluators, non-parent coaches, in consultation with the Director of Development and Coaching.

10. Releases

10.1. Releases up to the final exhibition game

- 10.1.1. Players can be released after the three scrimmages or assessment practices
- 10.1.2. Players need to check the website **daily** throughout the tryout process as there will be changes made in groups.
- 10.1.3. Players not advancing in the Representative Tryout Process will be contacted by email by the Executive Director for what teams they will be placed on.
- 10.1.4. Players may be moved up or down once assigned to a team after the inter-squad games. Player movement is not considered a "release" it is for evaluation

purposes to determine the best possible team placements.

10.2. Releases after the final exhibition game

- 10.2.1. After the final exhibition game, the evaluation team and coaches in each division will make further releases down to appropriate numbers.
- 10.2.2. The releases will be determined through discussion and consultations with the independent evaluators, Representative Supervisor, DDC and coaches. In the event that there is a conflict of interest present, the President reserves the right to appoint an alternate.
- 10.2.3. Players being released to the Recreational need to refer to the WKMHA website for further information on times and arenas.
- 10.2.4. After U18 releases are complete, Junior and BC Hockey releases will return to the U18 program and will be seen in a practice and game to determine placement. These players may or may not remain with the U18 program after the initial evaluation.
- 10.2.5. Feedback night will be provided for those who would like to have the opportunity to receive feedback on the tryout process. The player **must** be in attendance for this meeting. Please reach out to HDC@westkelownaminorhockey.com if you wish to schedule a feedback meeting after tryouts.

11. Coach Assignments

- 11.1. The Board of Directors has the authority to hire non-parent coaches at the Representative Level where they see fit, and as part of the coach selection process the WKMHA follows each year.
- 11.2. Parent coaches will be assigned to their teams when the timing is deemed appropriate

12. Injuries and Sickness:

- 12.1. Injuries sustained prior to Representative Tryouts
 - 12.1.1. Medical excuses must have a doctor's note to excuse for legitimate reasons (for example - broken arm or leg) **prior** to representative tryouts commencing for that division.
 - 12.1.2. If the player is contagious sick - do not come to the arena! The parent must still provide a medical note **prior** to ice time.
 - 12.1.3. All medical notes excusing players from tryouts needs to be submitted directly to the Division Director.
 - 12.1.4. If the injury is substantial, and the player is unable to return for a period of time, they will be guaranteed an evaluation
 - 12.1.5. Players returning from injury or illness sustained prior to tryouts and returning before final releases will return to the level they played the previous season if returning to the same division, if they are returning up a division they will start one level down, example PW A1 player will start at Bantam A2. Any players returning after final releases will be treated as long term injury returns.

12.2. Injuries sustained or sickness during Representative Tryouts - (i.e. Short Term Injury)

12.2.1. All injuries that occur during Representative tryouts while at the arena, need to be reported and recorded using Hockey Canada's Medical report form. WKMHA will provide the forms and complete the details, but it is a player's responsibility to ensure that injuries sustained as a result of the tryout are reported.

12.2.2. All injuries that prevent a player from continuing in the evaluation tryout, needs to seek medical attention and a Doctor's note needs to be provided to the Administrator indicating the nature of the injury, as well as that player's ability to continue on the ice.

12.2.3. If a player cannot continue on the ice as per doctor's instructions, a Doctor's note will be required that "clears" that player to return to the ice when ready.

12.2.4. The Director of Development and Coaching will take note of all evaluations completed up to the point of injury, and when that player returns, shall be placed at a level indicated by the evaluation notes as compared to the players competing against at the time of injury.

12.2.5. If the player is ill or injured prior to completing the combine testing and at least two games, the player will start the process at the level of the previous year, or if moving up a division one level lower (see last bullet in section 5.01)

12.2.6. For players leaving at any point during representative tryouts due to injury or illness and returning prior to long term injury status will be placed on a team based on their evaluations to that point.

12.3. Injuries Sustained during Representative Tryouts (i.e. Long Term Injury)

12.3.1. The player will be given at least one practice and one game before an evaluation by an independent evaluator be done.

12.3.2. The player will begin trying out on the team he left during the evaluation process, or follow the same rule as above if moving up a division.

12.3.3. Wherever the player ends up, the weakest player (evaluated by the same independent) will move down to the team below and so on until we get to the C division.

12.3.4. The coach will **not have** an option of keeping both players as this has an impact on the C division.

12.4. "No Show" or "Unapproved Absence" during Tryout Process

12.4.1. Players who do not show up for an evaluation session or are late for the session start time without notifying the division director, will receive the lowest possible score available for that session

Name Bars, Pant Shells and Helmet Stickers

It is our goal to have every player evaluated at representative tryouts based on their skill, therefore you must remove name bars, team affiliated pant shells and helmet stickers before participating in any or all on-ice sessions, You will be reminded of this at sign in time. Failure to comply may result in missed ice times. (This is not an appealable clause.)

Guideline Disclaimer:

Every effort will be made by the WKMHA executive to adhere to this process. Failure to do so will not guarantee a re-evaluation. It is our goal to give each player wishing to try out for a representative team, the fairest possible opportunity to do so.

Notwithstanding clause:

There may be some exceptions under special circumstances.

Appendix 1 - Skater Selection Criteria

This is to be used as a reference tool for independent evaluators & coaches in player selection and ranking.

Technical Skills: *(All skills should be done at game like speed.)*

>■ Skating

○ Acceleration ○ Quickness ○ Agility ○ Top end speed ○ Foot speed ○ Mobility

>■ Puck Control

○ Passing (forehand & backhand) ○ Receiving (forehand & backhand) ○ Stick handling
○ Puck handling in pressure situations

>■ Shooting

○ Shot selection (wrist, snap, slap, backhand) ○ Quick release ○ Shot accuracy ○ Scoring ability

>■ Checking

○ Angulations ○ Control
○ Finishes checks (at appropriate levels only)

Tactical Skills:

- >■ Read & React - supports offensively and defensively off the puck.
- >■ Able to adjust to the team's style of play.
- >■ Ability to play within in a team structure & learn new concepts during practice & games

Mental Skills: *(Mental toughness and character, a key component of evaluation)*

- >■ Exhibits self-control and discipline.
- >■ Shows confidence.
- >■ Rises to the challenge in adverse situations.

Appendix 2 - Goalie Selection Criteria

This is to be used as a reference tool for independent evaluators & coaches in player selection and ranking.

Technical Skills: *(All skills should be done at game like speed.)*

o Overall Quickness o
Lateral Mobility o
Agility o Athleticism o
Puck-handling
o Recover Time (2nd shot opportunities) o
Rebound Control

Game Play:

o Ability to Read the Play (anticipation) o
Communication Skills o Ability to stay
focused / engaged o Challenges the Shooter

Mental Skills: (Mental toughness and character, a key component of evaluation)

- >■ Exhibits self-control and discipline.
- >■ Shows confidence.
- >■ Rises to the challenge in adverse situations.