

North East Minor Hockey Association 2025-26 – Evaluation Guide

This document is intended to provide an overview of the evaluation process at NEMHA

Evaluation Overview

NEMHA uses TeamGenius, a leading evaluation platform widely used by youth hockey associations, to streamline its player evaluation process. Replacing paper scoring and manual spreadsheets, the mobile-first app allows evaluators to score players digitally, helping NEMHA ensure fair, transparent, and consistent team selection.

Technical Evaluation Criteria

Category	Forwards	Defensemen		
	Acceleration Top Speed	Backward Skating Pivots & Transitions		
Skating	3. Agility & Turns	3. Lateral Mobility		
	4. Balance & Stability	4. Balance & Stability		
	5. Separation & Transition	5. Recovery Speed		
	1. Power & Accuracy	1. Power & Accuracy		
	2. Quick Release	2. Quick Release		
Shooting	Shooting in Motion	3. Finding Shooting Lanes		
	4. Scoring in Traffic	4. Shot Selection		
	5. Shot Selection	5. Rebound Creation		
	1. Accuracy	1. Accuracy		
	Passing in Motion	Passing Under Pressure		
Passing	Quick Decisions	3. Transition Passing		
	4. Creativity	4. Variety		
	5. Vision & Awareness	5. Quick Decisions		
	Control at Speed	Control Under Pressure		
Puck Handling &	2. Quick Hands	2. Breakout Handling		
Control	3. Head Up Play	3. Head Up Play		
Control	4. Creativity	4. Simple, Smart Touches		
	5. Puck Protection	5. Puck Protection		
	1. Positioning	1. Positioning		
Hockey IQ / Awareness	Decision-Making	2. Decision-Making		
	Support Play	3. Reading the Play		
	4. Anticipation	4. Support & Communication		
	5. Transition Awareness	5. Transition Awareness		



Category	Goaltenders		
	Stance Consistency		
Technical Skills	2. Proper Balance		
recillicat Skitts	3. Effective Glove / Blocker		
	4. Controlled Stick Use		
	1. Angles / Squaring-Up		
Desitioning	2. Depth Management		
Positioning	3. Puck Tracking		
	4. Post Coverage (VH/RVH)		
	Shots to Low-Danger Areas		
Rebound Control	2. Puck Absorption		
Reboulla Collifor	3. Recovery / Second Save		
	4. Opponent Awareness		
	1. Lateral Pushes		
Mobility / Quickness	2. Quick Recovery / Up & Down		
Mobility / Quickness	3. Stance Transitions		
	4. Agility on Scramble		
	1. Play Anticipation		
Hookoy IO / Awaranasa	2. Communicating		
Hockey IQ / Awareness	3. Puck Cover vs Play		
	4. Situational Awareness		

Rating Scale

Rating	Description	
	Executes position and role at an elite level. Outperforms	
5 – Excellent / Elite	opponents consistently. Dominant and impactful throughout the	
	game.	
	Strong overall play, more good decisions than poor. Slight skill	
4 – Above Average	gaps, inconsistencies, or reduced opportunities. Reliable at this	
	level.	
3 – Average	Mix of good and poor plays. Requires more observation. Shows	
3 - Average	potential but needs consistency.	
2 – Below Average	Errors and poor decisions outweigh positives. Effort or attitude	
2 - Below Average	may be questionable. Some potential but significant limitations.	
1 – Unacceptable	Well below expected standard. Deficient across skills and	
	intangibles. Not capable of playing at this level.	



Evaluation Predictors

The best players combine talent with effort, discipline, and composure. This section highlights the key areas we look for to identify players who can compete, stay focused, and elevate their teammates.

Core Evaluation Areas

- 1. Physical Skills
 - o Consistency in tryout games (skating, puck skills, overall athleticism).
- 2. Effort & Attitude
 - o Enthusiasm, hard work, alertness
 - Always showing best effort.
- 3. Quickness & Speed
 - o Fast to the puck or support position.
 - Accelerates with puck in open ice, using speed and puck movement to create offense.
- 4. Puck Decisions
 - o Defensemen: don't over-carry in own end or over-commit offensively.
 - Move puck quickly to better options.
- 5. Two-Way Play
 - o Competes hard both offensively and defensively.
 - o Smart without the puck.

Discipline

- 1. Positive Indicators
 - o Sticks to game plan with patience, poise, and focus.
 - Consistent in responsibilities and effort.
 - o Controls emotions; unaffected by officials, crowds, or setbacks.
 - Strong defensive play, fitness, hustle, and alertness.
 - Plays tough but clean (no reckless hits, sticks, or retaliation).
- 2. Negative Indicators
 - o Lack of hustle or defensive consistency.
 - o Poor judgment (offsides, bad penalties, risky plays).
 - o Complaining, retaliating, or losing focus on responsibilities.
 - Abandoning team play for selfish or undisciplined actions.
 - Sagging or quitting when facing adversity.

Game Play

- 1. Commitment
 - Always engaged in the play pursues puck, check, or scoring chance with extra effort when it matters.
 - Recovers quickly from mistakes corrective shifts.
 - Never gives up takes hits, bounces back, and stays involved.
 - o Communicates and supports teammates; encourages, shares, and learns.

2. Self-Control

o Performs consistently in both big and routine games; delivers under pressure.



- o Composure stays calm under pressure or after bad calls.
- o Maintains motivation and focus after mistakes or missed chances.
- o Controls temper avoids unnecessary retaliation or frustration.
- Responds maturely to referees, coaches, teammates, and fans.

3. General Qualities (Intangibles)

- o Attitude Unselfish, hardworking, and team-first.
- o Coachability Listens to instruction and applies it with effort.
- o Drive Constant desire to excel in all situations.
- Hockey Sense Reads and adapts to play, strong awareness.
- Leadership Leads by example, cool under pressure, respected by teammates.
- Living Habits Maintains healthy routines to stay in top condition.
- o Mental Toughness Stands tall in tough moments, follows game plan.
- o Stamina Sustains intensity throughout games and across multiple games.
- Toughness & Aggressiveness Plays physically within the rules; takes checks, clears traffic, blocks shots.



Minor - U11 & U13 Tryout Process

The tryout process for the U11 and U13 age divisions will follow the same format this season and will consist of three phases. At the conclusion of all phases, a total of 60 players and up to 8 goaltenders per age group will be assigned to teams, based on rankings, to form the A, B, and two C teams. The C teams will be rostered as evenly as possible. (Important: "Tryout Notes – Goalie Provision")

Phase	Pool	Players/Goalies	Sessions	# of Teams
Phase1	All	All	1 Goalie Skills 3 Games / Team	6-8 Teams

Phase 2 - Advancement

Upon completion of Phase 1, a total of seventy-two (72) skaters — forty-two (42) forwards and thirty (30) defensemen — along with ten (10) goaltenders will advance to Phases 2 and 3. These players will be divided into two groups: the AB Pool and the C Pool.

Phase 2	AB Pool	28 Forwards 20 Defense 6 Goalies	2 Games / Team	4 Teams
	C Pool	14 Forwards 10 Defense 3 Goalies	1 Games / Team	2 Teams

Phase 3 - Team Selection Process

During Phase 3, the AB Pool will be divided into two groups — the A Pool and the B Pool — for the purpose of final team selections. Players placed in the B Pool will no longer be eligible for selection to the A Team.

Players released from the B Pool will be assigned to one of the C Teams. Players released from the C Pool will be assigned to an MCHL team and designated as an Affiliated Player (AP) to a C Team.

Phase 3	A Pool	14 Forwards 10 Defense 3 Goalies	1 Games / Team	2 Teams
	B Pool	14 Forwards 10 Defense 3 Goalies	1 Games / Team	2 Teams



Minor - U15 Tryout Process

The tryout process for the U15 age division will follow the same three-phase format. Upon completion of all phases, a total of 45 players and 6 goaltenders will be assigned to teams, based on rankings, to form the A, B, and C teams.

(Important: "Tryout Notes – Goalie Provision")

Phase	Pool	Players/Goalies	Sessions	# of Teams
Phase 1	All	All	1 Goalie Skills 3	6 Teams
			Games / Team	
Phase 2 – Team Selection Process Upon completion of Phase 1, a total of fifty (50) skaters — thirty (30) forwards and twenty (20) defensemen — along with six (6) goaltenders will advance to Phases 2 and 3. These players will be divided into two groups: the A Pool and the BC Pool.				
Phase 2	A Pool	14 Forwards 10 Defense 3 Goalies	2 Games / Team	2 Teams
	BC Pool	16 Forwards 10 Defense 3 Goalies	2 Games / Team	2 Teams



Tryout Notes

Player evaluations will be conducted in accordance with Hockey Canada guidelines. Attendance at all tryout sessions is mandatory to be considered for selection to a NEMHA All-Star team. Players who miss a session without an approved exemption (e.g., injury or other valid reason) will be ineligible for roster placement. Due to limitations in available resources, individual player evaluation scores will not be provided. All selection decisions are final and not subject to appeal.

The association reserves the right to deviate from the standard tryout process when necessary. This may occur in situations such as low registration numbers at a specific position, or upon the recommendation of the Technical Directors to ensure teams are balanced and players are placed appropriately.

Goaltender Provision

Please note that, due to low overall goaltender enrollment, if there are not enough goaltenders to meet the needs of MCHL teams, All-Star C teams may be assigned only one goaltender, with additional goaltenders serving as APs. Alternatively, an All-Star C team may be assigned two goaltenders, but they may need to also be rostered (double-carded) with an MCHL team. These decisions are at the discretion of the Hockey Operations Committee, which will seek the best solution to meet the needs of all Association teams.