

Skills Matrix Evaluation Tip Sheet

1. As an association, you must identify a Skills Matrix Evaluation Coordinator(s) (this could be your coaching coordinator, player representative, etc.). This person needs to organize ice time and assign evaluators for the Skills Matrix Evaluations for all levels U12 and below.
2. Ensure that evaluators are knowledgeable (e.g., U19 players, experienced coaches from higher divisions, etc.) Ideally, these evaluators will be consistent. One evaluator should be assigned to each set of skills (or specific drill). This person should be assigned to the same set of skills in the Fall and Winter evaluations, if possible. Evaluators are encouraged to watch the Skills Videos (each association has a DVD but the videos can also be viewed at:) in order to ensure consistency in evaluations.
3. The first set of evaluations must be completed and submitted to your local Sport Development coordinator by **October 20**. The Team Composite Score is derived from the collation of the Skills Matrix Evaluations and will be entered on the TRF in order to facilitate team seeding. If the Team Composite Score is not on the TRF, your team will not be eligible to attend tournaments.
4. The second set of evaluations is optional and if completed should be submitted by **March 31**. These evaluations may be completed between January 1 and March 31. The value of completing these evaluations in January is that areas of improvement can be identified and addressed during the second half of the season. Evaluations that are completed in March can be used to assess how much athletes have developed by the end of the season. In all cases, these results can be utilized by associations to support coaches in their development.
5. For evaluation sessions, please see links containing attachments of a sample plan for the on-ice session as well as a sample rubric that can be implemented to facilitate your evaluations.

<http://www.ontario-ringette.com/SDev/Player%20Evaluation%20Outline.pdf>

<http://www.ontario-ringette.com/SDev/Skills.php?sub=SDev>