



2017 GCMHA Tryout Process

Over the past 2 seasons, GCMHA has looked at various process and procedures as it pertains to the tryout process. We have decided to implement this model as a first step in making the tryout process better for all involved. All policies currently in our tryout manual are valid unless overwritten by the following document.

- By using this model, all head coaches will be involved with the selection of all teams. Coaches are encouraged to compare notes post each skate and cumulate thoughts and perspectives on player abilities.
- Total enrollment in each age division will dictate the breakdown of players on each skate. Eg- The first skate is planned for house league players and Non Resident Player (NRP -M PW and up) only. If totals do not exceed 25, players from last years A/E or A team will be added.
- Online posted lists will be used to update tryout information. A code will be issued for each player as to not make names public.
- Updates will be posted after each tryout (18-24 hours after) to allow parents and players to leave after each tryout. In certain cases, list will show multiple tryout dates.
- By using posted lists, coaches have the ability not to rush to judgement on player placement and have more time to discuss with other coaches.
- **No refund or credits will be issued if released. This may result in two skates for the tryout registration fee, NO EXCEPTIONS.**

Skate 1 – 4 Player Breakdown

Non Resident Player (NRP) [1]

- M. Pee Wee, Pee Wee, M. Bantam, Bantam and M Midget, skill evaluation

Note: All NRP's must attend the skill evaluation skate including incumbent GCMHA NRP and new NRP's. All exceptions must be approved by Board. All NRP's are required to be registered with an approved Home Centre (Non Resident) Passport.

House League and NRP Evaluation Skate 1

- Open to current NRP, House League & players residing within the GCMHA boundaries for representative hockey.
- Please be advised that all tryout skates will be split ice sessions based on tryout enrollment numbers. Your coach will advise by posted list.
- All Players will move forward to skate 2

[1] Note a maximum of 5 NRP players per division will be invited/allowed to attend skate 4(AA).

****Please Note: An invitation to attend future tryouts, web posting, will be issued after the identification skates (Skate 2) after confirming selections by each division/level coach.



AE Camp - Alternate Entry Skate (Skate 2)

- All current AE team members from the previous season and all players from skate 1.
- Please be advised that all tryout skates will be split ice sessions based on tryout enrollment numbers. Your coach will advise by posted list.
- Players from skate 1 can be released after skate 2
- Current AE players will move forward to skate 3

A Camp (Skate 3)

- All current A team members from previous season and invited players from skate 2 - all NRP's are not eligible for Skate 3
- Please be advised that all tryout skates will be split ice sessions based on tryout enrollment numbers. Your coach will advise by posted list.
- Players from skate 2 can be released after skate 3
- Current A players will move forward to skate 4 or 5

Note: At the AE level, a coach can offer a player an OMHA commitment letter after the third tryout with the agreement of the AA and A coach. (If the AE box was checked on the registration form) This will permit additional open ice for coach selection and player competition. The player signing an early commitment letter may not participate on-ice at the remaining tryouts.

AA Camp (Skate 4)

- All current AA team members from previous season and invited players from skate 3
- A maximum of five NRPs that have been selected by coach from the NRP evaluation skate 2 (if applicable). All exceptions must be approved by tryout committee.
- Please be advised that all tryout skates will be split ice sessions based on tryout enrollment numbers. Your coach will advise by posted list.
- Players from skate 3 can be released after skate 4
- Players from skate 4 can be released after skate 5
- Current AA players will move forward to skate 5