



## The Evaluation Process



**Introduction:** The UI Storm program supports a year-round assessment process. All current players are assessed by their coaches and the technical team throughout the year, with a final report card being used as part of the following year's team selection. We also encourage all our member clubs to follow suit with this approach at the Tier III level to get a fuller picture of individual player development than can be seen during a single evaluation process.

**2020-21 Evaluations:** We will be holding open evaluations for all ages from the U14 intake age group through to the U18 age group. For the U14 age group, underage players will need to be recommended by their club Technical Director or Lead.

1. **Player Assessments** – All players at open evaluations are assessed by a group of qualified individuals made up of UI Storm Coaches and Technical Team members representing several of the five participating clubs. Players are given numbers upon registration and those numbers are all that evaluators see on their Assessment Sheets. All players are rated on a scale of 1 to 5 on the four pillars of development: Technical, Tactical, Physical and Psychological/Social. In most cases, the first three are the only pillars that can be accurately assessed in this environment while the Psychological/Social assessments usually come from report cards, Coaches, Technical Directors etc.
2. **Player Selection** – The program Technical Director ranks the players based on the average of their scores from all evaluators. This list forms the basis for selecting players and creating teams.

Once the list has been created, the Technical Director will meet with the team coaches to discuss and select the final team. They first discuss the size of team that is wanted for the year, then they finalize the roster. In most cases 80 to 90 percent of the team is chosen directly from the ranking list. However, coaches and TD do discuss the fourth pillar for every player and usually have to make some decisions for the last few available roster spots.

3. **Notification** - For the players that have been selected, an email will be sent to the parent/guardian email address informing them that they have been selected for the current year's team and are given 48 hours to accept or decline. For the players who have not been selected, an email will be sent to the parent/guardian email address thanking them for coming to evaluations and informing them that they were not chosen for this year's team.

On the rare occasion when a player who has been selected declines their offer, the Coaches and TD will discuss whether or not to add a replacement player to the roster. If they do, a player who was previously notified that they had not been selected may be contacted and offered a spot on the team.

The team selections are final and only under extenuating circumstances will the rosters be altered. Please remember that coaches are volunteers and most struggle with having to tell any player that they have not been selected, especially if they have coached a player for many years. That is why there is a process in place that takes the bulk of the decision making out of the coach's hands.

4. **Parent Responsibilities** – It is very important that every player that is involved in any evaluation process has a firm understanding that there is a chance that they will not be selected. Parents should have these conversations with their kids no matter what age or skill level. All emails will be sent in the evening to the parental email address in hopes that players are with their families when they receive the news.

Parents, please do not contact coaches directly if you are unhappy with the selection decisions. Though they are sympathetic to the situation, they do not have the ability to change the decisions that have been made. All inquiries are to be addressed to the [StormSteeringCommittee@gmail.com](mailto:StormSteeringCommittee@gmail.com). All correspondence will be forwarded to the appropriate people who will get back to you at the appropriate time.