



Findlay Adult Hockey League Rating Team Handbook

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Introduction

Welcome to the Findlay Adult Hockey League Rating Team Handbook. This document describes the method for executing the rating system vision by setting expectations for player involvement on either the Executive Rating Team and one of the Divisional Rating Teams including the organization of the rating teams, roles and responsibilities, guidelines, and channels of communication.

Vision

Provide a fun experience for recreational hockey players by creating the best possible parity within each division.

Measurable Goal

Maximize the number of games within 2 goals. The target is 80 percent.

Chapter 1: Structure

Below is a diagram showing the general structure of the rating teams. The primary function of the Executive Rating Team is to set the direction and boundaries for the Divisional Rating Teams and facilitate discussions amongst the Divisional Rating Teams to achieve the overall objective. The primary function of the Divisional Rating Teams is to set player ratings and construct the unique policies within each division to achieve the overall objective. More detailed information about the Executive Rating Team and Divisional Rating Teams can be found in the following chapters.

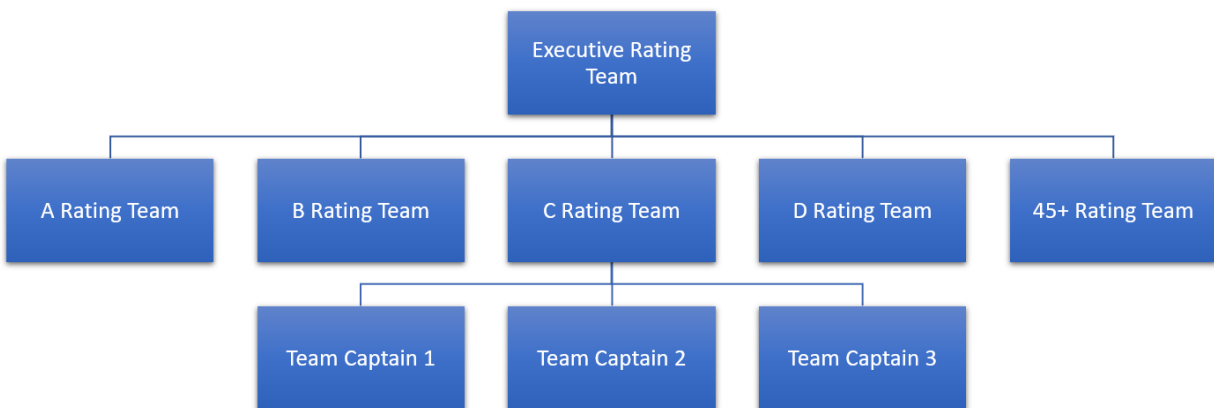


Figure 1-1: FAHL Rating Team Structure

Rating Teams

- **Executive Rating Team:** set the parameters for and oversee divisional rating teams
- **Divisional Rating Teams:** assign player ratings and set team rating caps

Decision Making

- Decisions are intended to be made by team consensus, but in a case where consensus cannot be reached, a vote will be conducted by the person leading the meeting

Chapter 2: Executive Rating Team

Team Members

The Executive Rating Team consists of three members. These members are 100 percent committed to the mission of the league and to the vision of the Rating Team. They have good leadership skills that will be used to maintain focus and drive results on the Divisional Rating Teams. One member of the team will take the lead to organize and facilitate Executive Rating Team meetings.

Appointment

Executive Rating Team members were initially appointed by the former Rating Team. Future members of the Executive Team will be appointed by the other members of the team.

Powers of the Team

The powers of the Executive Rating Team are to:

1. Create and maintain the Rating Chart
2. Create high level policies and boundaries for Divisional Rating Teams
3. Determine which divisions to offer and set divisional rating ranges
4. Set parameters for Team Rating Caps
5. Appoint members to the Divisional Rating Teams
6. Enforce player and team rating policies
7. Maintain policy consistency between divisions
8. Collectively override a player's rating if needed and/or make a decision when Divisional Rating Teams have a conflicting opinion on a player's rating (this power should be used sparingly)
9. Hold each other and Divisional Rating Team members accountable to the Rating Team Code of Conduct (Appendix A)

Chapter 3: Divisional Rating Team Facilitator

Facilitator

A Divisional Rating Team Facilitator is assigned to each Divisional Rating Team to organize and facilitate meetings. The Facilitator is also a member of the Executive Rating Team.

The Divisional Rating Team Facilitator will not receive a vote at Divisional Rating Team meetings. The Facilitator of a division may not concurrently be the delegate for a team in the division. Although it is not preferred, the Facilitator may be a delegate for a team in a different division.

Powers of the Facilitator

The powers of the Divisional Rating Team Facilitator are to:

1. Organize and facilitate Divisional Rating Team meetings
2. Maintain Divisional Rating Team focus on the vision
3. Communicate with other divisions on player ratings when players play in multiple divisions

Chapter 4: Divisional Rating Teams

Team Members

The Divisional Rating Teams ideally consist of at least four members and no more than nine members (unless there are more teams than nine in the division). Each team will be given an opportunity to be represented on the Divisional Rating Team. An additional referee, scorekeeper, or another person who is in touch with the division may be a part of the Divisional Rating Team.

Team members are committed to the mission of the league and to the rating system vision. They strive to be unbiased in their assessments of player skills to help create the best possible parity within their division. They must have the ability to offer timely responses to group messages.

Each team in the division may only be represented by one player. An additional member of the Divisional Rating Team, such as a referee, may not be rostered on a team that is already represented in the division.

The Executive Rating Team will most likely only appoint someone to one Divisional Rating Team, even if that person plays in multiple divisions.

Appointment

Divisional Rating Team members are appointed by the Executive Rating Team.

Powers of the Team

The powers of the Divisional Rating Teams are to:

1. Assign ratings to players within the division, including new players
2. Set the Team Rating Cap each season
3. Make decisions on process deviations

Chapter 5: Players

Responsibilities of Players

1. New players to the league are expected to provide accurate information on their prior hockey experience in their registration form and review the Rating Chart and consult other players in the league to determine their initial rating.
2. Players who want to contest their player rating are expected to take their request to a member of their Divisional Rating Team, most likely their team delegate, who may then take it to the whole Divisional Rating Team for review.

Chapter 6: Rating System Guidelines

Player Ratings

Player ratings are assigned to every player in the league. These ratings are evaluated at the end of each season. There may also be one-off situations where a player’s rating may need to change mid-season. Player ratings are in alignment with the Rating Chart below.

Rating	Description	Prior Experience	USA Hockey Division
12	Can control an A division game and has recently played professional or high level college hockey	Professional, semi-professional, college (NCAA or ACHA), juniors, Midget major (AAA or AA), or mid to upper-level varsity high school hockey	Gold, Silver
11	Can control an A division game and may have recently played college or junior hockey		
10	Played high level hockey and can still be an impact player, but cannot control a game		
9	At the lower end of high level hockey experience growing up, but still a few steps ahead of the best recreation-only players		
8	Almost never falls, great transitions, great puck control, great work ethic, great positioning, great hockey IQ, and/or high level of speed	Low-level varsity high school, high-level JV high school (minor midget or 16U), and mid to high-level recreation-only players. You also may fit in this rating range if the highest level you played was ACHA or major midget (18U) over 20 years ago, or any of the highest level categories over 40 years ago, and you have slowed down considerably since playing competitively.	High bronze
7	Overall a step down from the 8's, but a step up from the 6's		
6	Almost never falls, good transitions, good puck control, good work ethic, good positioning, good hockey IQ, mid to high level of speed	Mid to low JV high school (minor midget or 16U), Bantam (16U) or less, and mid-level recreational-only players. You may also fit in this rating range if you are over 45 years old, the highest level you played was varsity high school, and you have slowed down considerably since playing competitive hockey.	Low bronze
5	Rarely falls, transitions well, catches majority of passes, can handle the puck, decent work ethic, mid-level speed, and a decent hockey IQ		
4	Newer recreation-only player whose skill set is beyond beginner hockey or an older player whose speed and abilities are becoming more limited, but not enough to warrant being in the beginner		
3	Newer recreation-only player whose skill set is at the top of the beginner division or an older player whose speed and abilities have decreased significantly, but still has good hockey IQ	Low-level recreational-only and players over 65 who have slowed down considerably.	Beginner
2	Still falls sometimes, slow transitions, often misses passes, can sometimes handle the puck, and has limited hockey IQ		
1	Still learning the fundamentals of skating, shooting, passing, and positioning		

Notes

- 1.) Other than the A division, players who control games too much in a division will be rated into the next division.
- 2.) Speed is a big factor in ratings, so players with above average speeds in a division will likely be rated higher to play in a division that more closely matches their speed.
- 3.) If you fall into the category of having played at higher levels many years ago, but are rated lower, you must be willing and able to play at the speed and skill level of the rest of the competition.

Figure 5-1: Rating Chart

New players to the league will first be evaluated by the division in which they will most likely play. They must be assigned an initial rating before they are eligible to play. Their initial rating is based upon their prior hockey experience as stated on their registration form and through additional foreknowledge of their skills by other players in the league. Each member of the Divisional Rating Team should perform an in-person rating evaluation during the first two weeks of the season on new players. These evaluations will be compiled and if required, the player’s rating will be adjusted. If the Divisional Rating Team determines that the person doesn’t belong in his current division, they will move the person to a different division.

Players who participate in multiple divisions will be rated by all the Divisional Rating Teams for all the divisions in which they play. The Facilitators will compare ratings for

those players and follow up with the Divisional Rating Teams to communicate how the other Divisional Rating Team(s) rated them. In the event there is still disagreement over a player's rating following the additional discussion, then the Executive Rating Team will determine the player's rating.

When re-rating existing players (as opposed to new players), it is recommended to only go up or down 0.5 points at a time, but there may be isolated cases where it is fitting to adjust the rating by an entire point.

Players will not be permitted to "play down" a division unless it is approved by both the Executive Rating Team and the impacted Divisional Rating Team.

Team Rating Cap

To encourage skill-level diversity on teams and to prevent stacking of higher-level players on a team, a Team Rating Cap will most likely be used in every division, unless the Executive Rating Team determines that it would be a detriment to a division. Teams must remain at or under the Team Rating Cap each game of the season unless otherwise determined by the Executive Rating Team.

A preliminary Team Rating Cap per division will be posted when registration is posted. However, the cap may be adjusted once registration is complete and even into the first few weeks of the season once new player ratings have been set. Statistical analysis of past data shows a direct correlation between the tightness of the cap to the average team rating and the number of games within 2 goals.

In simple terms, the Team Rating is an average of the players on the roster. Goalies are weighted differently due to their high impact on the outcome of games. Simply because a team is missing players does not mean the team gets a free pass to be over the cap. Below is the formula:

$$\text{Team Rating} = \frac{(\text{player1} + \text{player2} + \text{player3} + \dots + (\text{goalie multiplier} * \text{goalie}))}{(\text{number of skaters} + \text{goalie multiplier})}$$

The Executive Rating Team is responsible to set the policy on how many times a team may exceed the cap before they automatically forfeit the game. In the event that a team is over the cap for the game, the following steps are required in an attempt to bring a team back within the cap:

1. Any subs who are rated higher than the rostered player they are subbing for may not play.
2. A rostered player may elect not to play.
3. If all higher rated subs have been removed and the team is still over the cap, they may play, but may have to forfeit depending on the “over cap” policy created by the Executive Rating Team.

Below are some final notes on teams being over the cap:

1. The Sub Coordinator will deny sub requests if the requested sub player would put the team over the cap.
2. Scorekeepers are empowered to turn away subs if the subs would put a team over the cap. They are also empowered to facilitate discussion amongst the team captains to trade players in order to bring both teams under the cap.
3. Team captains may elect to trade players (most likely subs) to bring a team under the cap.
4. Team captains may NOT agree to play over the cap without any ramifications unless the Divisional Rating Team approves it.
5. It is the Team captain’s responsibility to ensure the team is under the cap even if the scorekeeper does not enforce it. Teams will forfeit a game if they are over the cap and have sub players playing that are rated higher than a paid rostered player(s) who is out, regardless of whether they have already used their warning game(s).

Appendix A: Rating Team Member Code of Conduct

1. I agree to support and follow the direction of both the Leadership Team and Executive Rating Team even if I am not in 100 percent agreement with every detail of it.
2. I agree to follow the [USA Hockey Code of Conduct](#) and the [Zero Tolerance Policy](#).
3. I agree to respect all players, officials, and other leaders in the league.
4. I agree to make decisions which are in the best interest of the Rating Team's objectives.
5. I agree to limit my involvement in decisions which may involve a conflict of interest.
6. I agree to support the decisions made by the Divisional Rating Teams, even if I do not agree with some of them.
7. I agree to represent the league well when I am at the rink by playing clean hockey, being a good teammate, having good sportsmanship towards opponents, not getting into fights, and not abusing the officials.
8. I agree to keep Rating Team discussions confidential unless permission is given to share portions of these discussions with other members of the league.
9. I agree to fulfill all other roles and responsibilities of my job as a Rating Team member.
10. I agree to follow all items in the Player Code of Conduct in the FAHL Handbook.