

2027 Ringette Nova Scotia Canada Games Ringette Program Athlete Selection Framework: Phase 1



Appendix B - Camp 2 Rubric

Game Evaluation Camp: Oct 16-19, 2025

Purpose:

Evaluate athletes in live game play to assess tactical awareness, game impact, communication, and resilience under competitive pressure.

Scoring Anchor (consistent across all domains):

- 5: Elite-level impact in HP competition; consistently decisive | CWG-ready / AAA
- 4: Strong HP-capable play with minor inconsistencies | AA
- 3: Solid but inconsistent HP contributions | Emerging AA /Solid A
- 2: Limited ability to influence play at HP pace | Emerging A
- 1: Unable to meet HP game demands | Developmental

Domain 1: Tactical Awareness

- 5: Anticipates and adapts fluidly to game flow; proactive in system execution.
- 4: Strong reads and positioning; occasional small lapses.
- 3: Basic tactical understanding; inconsistent reads under pressure.
- 2: Struggles to adapt to game systems or anticipate play.
- 1: Frequently out of position; unaware of game structure.

Domain 2: Game Impact

- 5: Consistently drives or shuts down high-value plays; momentum changer.
- 4: Frequently involved in meaningful scoring/defensive outcomes.
- 3: Moderate influence; present but not decisive.
- 2: Rarely involved in impactful events.
- 1: Invisible or negative impact on outcomes.



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Domain 3: Communication

- 5: Leads and elevates team communication consistently.
- 4: Communicates effectively throughout most situations.
- 3: Uses basic cues; not disruptive but not a driver.
- 2: Infrequent or unclear communication; occasional breakdowns.
- 1: No visible communication or cohesion impact.

Domain 4: Resilience / Emotional Control

- 5: Poised under pressure; sets the example for response.
- 4: Regains control quickly after adversity; maintains composure.
- 3: Shows frustration but rebounds in reasonable time.
- 2: Struggles to recover from mistakes; visible negative impact.
- 1: Frequently loses composure; performance deteriorates.