



TALENT RATING & TALENT CAP SYSTEM

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To ensure competitive balance, the ball hockey leagues (DCHL & MDHL) have league-created a numerical measuring system that quantifieds and defineds parameters several years ago. While no system can guarantee complete competitive balance, the league has tweaked this system over many seasons to get it as accurate as possible.

Starting with the 2017 Spring-Summer Season, the system will go through a slight change. Let's define the process:

INDIVIDUAL TALENT RATING

Each player has been given a rating from 1 to 5 (based on skillset and in what division they are most effective in their position). NOTE: Men are rated against men, and women are rated against women.

INDIVIDUAL TALENT RATING CATEGORIES

Rating 5 – SUPERSTAR, EXTREME GAME CHANGER, PHYSICALLY GIFTED

Rating 4 – ALL-STAR LEVEL, PHYSICALLY GIFTED WITH SPEED AND SKILL AND/OR SCORING OR DEFENSIVE PROWESS

Rating 3 – SOLID HIGH LEVEL PLAYER, MAY NOT BE AS PHYSICALLY GIFTED BUT CAN SCORE AND/OR ARE DEFENSIVE STANDOUTS

Rating 2 – CAPABLE AND SOLID PLAYER IN LOWER DIVISIONS

Rating 1 – REC PLAYER OR NEW PLAYER LEARNING THE GAME

TEAM TALENT CAP SYSTEM

The Team Talent Cap System has two components: **Team CORE Talent Rating** and **Team ROSTER STRENGTH Rating**

Team CORE Talent Rating – Uses a DIVISION SPECIFIC formula to determine CORE value of a team compared to its division. This is the best way to determine how strong a team is within a given division. The Team CORE Talent Rating formula varies per division. For example, only 5s and 4s count towards ratings formulas in Division 1 (formerly PREMIER) while 5s/4s/3s count towards ratings formula in Division 2 (formerly ELITE).

D1 (PREMIER) TALENT RATING FORMULA - 3 pts for Player Rating 5, 1 pt for Player Rating 4

D2 (ELITE) TALENT RATING FORMULA – 3 pts for Player Rating 5, 2 pts for Player Rating 4, 1 pt for Player Rating 3

D3 (PRO) TALENT RATING FORMULA – 6 pts for Player Rating 5, 4 pts for Player Rating 4, 2 pts for Player Rating 3, 1 pt for Player Rating 2

REC TALENT RATING FORMULA - 5 pts for Player Rating 4, 2 pts for Player Rating 3, 1 pt for Player Rating 2

Team ROSTER STRENGTH Rating – Given the Commissioner’s thorough research and analysis on all rosters, the best way to determine Team ROSTER STRENGTH is to account for the top 15 players on each team (2 lines plus first-call subs and goalie). So this is basically adding all individual talent rating for top 15 players (or less if a team has fewer than 15 players) and dividing by 15 (or total number on roster if less than 15). *This is also a way to compare each team against all other teams in the league regardless of division.* It allows the league to determine which teams should be in line for promotion or demotion. The highest possible Team ROSTER STRENGTH Rating is 5.0 since that is the highest all players can be rated.

TALENT CAPS - Starting with the 2017 Spring-Summer Season, the team with the highest CORE Talent Rating will set the Talent Cap for each division. The Cap will remain the same and/or be adjusted by the league from season to season. If the talent system or formula is changed, then the team with the highest rating will reset the Cap. This also applies to the Team ROSTER STRENGTH Rating in each division.

ROSTER LIMITATIONS

- 1) No Player (regardless of Gender or Position) Rated 5 shall play in REC. No Male Floor Player Rated 4 shall play in REC unless they were already in REC and were upgraded to a 4 rating. In that case, they can spend only one additional season after being rated 4 before they will be asked to promote to a higher division. Male Goalies rated 4 will be given special consideration on a case-by-case basis, depending on if they are the captain of a team or brought the team into the league.
- 2) No Male Player Rated 5 shall play in D3 (PRO). Players already rated 4 cannot drop to play in D3 unless it is for competitive balance reasons and approved by the League. Male players that were already in D3 and improve to 4 may be asked to promote to a higher division after three successful seasons of being rated 4. Otherwise they are grandfathered into playing in D3 since they started there and came into the league or captained a select team in D3.
- 3) No Male Player Rated 5 shall play in D2 (ELITE) unless the player was already in D2 and his rating improved to a 5. In such cases, the player will be allowed to play one season in D2 after being rated 5 before being asked to promote. Any exceptions can be made *only* at the Commissioner’s discretion on the premise of competitive balance.
- 4) A D2 team cannot carry more than *two* Female Players Rated 5 unless one of them was already in D2 and her rating improved to a 5. In such cases, the player will be allowed to play one season in D2 after being rated 5 before being asked to promote. Any exceptions can be made only at the Commissioner’s discretion on the premise of competitive balance.
- 5) D1 (PREMIER) team can have no more 17 roster players. D2 (ELITE) and D3 (PRO) team can have no more than 20 roster players. REC team can have no more than 25 roster players.

As always not everything can be accounted for in any system. Thus, the Commissioner can make any additional rules or changes at any time in the interest of fairness and/or competitive balance. BoG members can offer suggestions for potential changes between seasons [but the Commissioner has the final authority on this core topic.-](#)