



2016-17 SEASON TRYOUT SCHEDULE

MITE (2008 – After)	MONDAY	APRIL 18 th	6:20pm
	TUESDAY	APRIL 19 th	6:20pm
	WEDNESDAY	APRIL 20 th	6:20pm
SQUIRT (2006 & 2007)	MONDAY	APRIL 11 th	5:10pm
	TUESDAY	APRIL 12 th	5:10pm
	WEDNESDAY	APRIL 13 th	5:10pm
PEEWEE (2004 & 2005)	MONDAY	APRIL 11 th	6:20pm
	TUESDAY	APRIL 12 th	6:20pm
	WEDNESDAY	APRIL 13 th	6:20pm
BANTAM (2002 & 2003)	MONDAY	APRIL 11 th	7:30pm
	TUESDAY	APRIL 12 th	7:30pm
	WEDNESDAY	APRIL 13 th	7:30pm
MIDGET MINOR 16U (2000 & 2001)	MONDAY	APRIL 11 th	8:40pm
	TUESDAY	APRIL 12 th	8:40pm
	WEDNESDAY	APRIL 13 th	8:40pm
MIDGET MAJOR 18U (1998 & 1999)	MONDAY	APRIL 11 th	9:50pm
	TUESDAY	APRIL 12 th	9:50pm
	WEDNESDAY	APRIL 13 th	9:50pm

ALL TRYOUTS WILL BE HELD AT:

FLYERS SKATE ZONE AT ATLANTIC CITY
 501 N. ALBANY AVE.
 ATLANTIC CITY, NJ 08401
 QUESTIONS? CONTACT HOCKEY DIRECTOR:
 JARED SIGANUK 609-441-1780 x226

TRYOUT FEE = \$125 (includes jersey)



2016-17 Season Information

Flyers Skate Zone is proud to once again offer another example of our commitment to youth hockey - the AC Sharks Youth Hockey Club. This organization was created to utilize our many and varied resources to provide players of all levels and ability an opportunity to participate in a quality travel hockey organization.

The AC Sharks Youth Hockey Club is a member of the New Jersey Youth Hockey League and USA Hockey, and anticipates fielding teams at AA, A and/or B levels in each age group. Final level determinations will be made following the tryout process.

Player Evaluation & Selection

Player Evaluations will be held April 11th –April 13th for Squirts through Midgets and April 18th – April 20th for Mites and are open to all youth hockey players. **Registration is required.** Players will be assigned to a team based on their performance during the evaluation process. There will be a separate tryout fee, and all players will receive a practice jersey with a number that is theirs to keep.

Players will be assigned to a team based on their ability level. Our staff will endeavor to place players at an ability level that will allow them to compete but be challenged to improve their game. We will strive to not place a player in a situation where he/she is overwhelmed.