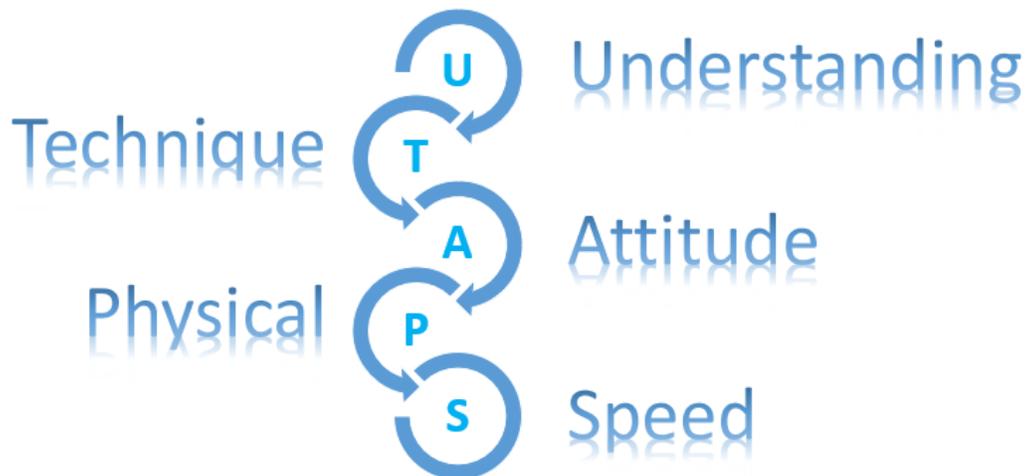




## Player Assessment Criteria



Players assessments are on-going throughout the duration of the players participation in the program, with coaches required to update assessment scores at various points throughout the year based on their observations through working with the players in training and games. Each player once assessed will have a technical profile with an individual score for each of the five criteria listed. This is a working file maintained by the club for use when selecting teams and providing feedback to players. The Player Assessment process provides the head coach with an objective process for analysing the players' performance levels and stage of development. It is extremely useful tool for assessing with a view to creating balanced teams at younger ages and/or potential to play at higher levels once tiering comes into effect at U11, however it does not represent the sole factor in decision making. Other factors may be involved in an holistic approach to selections;

- Social
- Emotional
- Mental

Starting with Under 11 (this two year bracket also includes U10 players) where tiering is introduced to Leagues there will be specific "Fall Assessment" and "Spring Assessment" dates that players must register and attend where their assessment scores will be reviewed and updated prior to the start of the indoor program and/or outdoor program. However please note that registrations are on a first come first served basis meaning that we do not cut or exclude players based on ability levels. In Contrast for Under 13 and older we hold tryouts. Players must meet the required standard and must be selected in order to be offered the opportunity to register. Once again though as for younger age groups the same assessment process will be utilised.

Player Assessment scores are considered personal information and are not for public viewing. A parent may request feedback based on the assessment and the coach may provide information solely relating to that specific player and their assessment scores. Once the player assessments are completed the Head Coach along with the Manager of Soccer Operations will select the team(s). All selections are at the discretion of the Head Coach/Manager of Soccer Operations and are approved by the Technical Committee.



Player Assessment Criteria - Descriptions

Key Competencies	U = Understanding	T = Technique	A = Attitude	P = Physical	S = Speed
<b>Grass Roots (Development Teams)</b>	<p><b>PARTNERSHIPS</b> 1v1, 2v1 and 2v2 concepts of possession (for example timing of release of a pass, when to dribble vs pass) and progression (eg passing into space versus feet based on situation) and defending in pairs. Basic Group concept of Triangles of support. Basic Team Principles of Attack &amp; Defence.</p>	<p>Short passing, running with the ball with the head up, dribbling, control of ball on the ground</p>	<p>In the game (emotional responses to situations eg refs decisions, being fouled, missed opportunities) and out of the game (training ethic, behaviours, respect)</p>	<p>Physical literacy ABC - Agility, Balance &amp; Coordination Ability to move 360 degrees, and change direction fluidly.</p>	<p>Speed over short distances 5yards, and medium to long distances 10yards +</p>
<b>Competitive Teams Only (In addition to the above competencies)</b>	<p><b>TEAM</b> Understands Team Principles of Attacking and Defending eg Positioning on the field relative to teammates and opponents in both attack and defense. Grasps group concepts ie defensive shape within their unit. Also understands roles and responsibilities as they apply to positions eg Full backs getting forward to attack but also back to defend.</p>	<p>Passing Variety in techniques and distance, on the ball techniques at pace and under pressure, varied control of the ball to escape pressure with 1st touch (aerial)</p>	<p>Competitive edge on the field, physical in the duel or challenge</p>	<p>Ability to sustain aerobic exercise, and to repeatedly execute the movements required within their role in the game</p>	<p>As above</p>