

## PLAYER ASSESSMENT CRITERIA

CATEGORY	CRITERIA	INDICATORS	CATEGORY SCORE
PHYSICAL (P)	Speed	Player can move at speed in different directions with and without the ball.	Out of 3
	Acceleration/Deceleration	Player can react to different situations showing a quick change of speed.	
	Balance / Coordination	Demonstrates balance in a variety of positions with ability to change directions with body under control.	
	Endurance	Shows endurance and stamina in small sided game situations.	
	Strength	Shows strength on the ball and to not get physically pushed off the ball.	
	Vision	Players are aware of what is happening around them in game situations & demonstrate peripheral vision.	
TECHNICAL-TACTICAL (TT)	Scanning	Player references the ball, space, opponents, and teammates through noticeable, frequent head movement	Out of 3
	Dribbling	Player can dribble at an opponent and can show a change of speed and direction with their head up	
	Control/Receiving	Controls the ball with various surfaces with efficiency & composure in reduced spaces.	
	Short & Long Passing	Player shows different techniques to be able to deliver passes in game situations with accuracy.	
	Protecting the Ball	Ability to protect the ball under pressure and use the body to protect themselves and the ball.	
	Shooting & Finishing	Accuracy with both feet. Understands different ways to finish making good decisions in goal scoring situations	
	Defending Skills	Player understands and shows good defending & covering skills in 1v1 situations.	
	Support Play	Player wants the ball & knows how & when to show. Moves to create space to develop possession & attacking play.	
MENTAL-SOCIAL (MS)	Transition Play	Player can transition from attacking to defending and vice versa once the ball is won or lost quickly & efficiently.	Out of 3
	Competitiveness	Player displays the desire to be successful in practice activities, small-sided games, & match play.	
	Self-Control	While in stressful situations, player shows they can control their emotions.	
	Decision Making	Has the ability to work out simple game-related decisions.	
	Concentration	Player shows a good attention span and can stay on task for longer periods.	
	Cooperation	Player can cooperate at a basic level with other players and coaches.	
	Communication	Player can communicate with teammates and offer encouragement to others	
	Listening	Player shows the ability to listen to details and apply feedback.	
	Problem Solving	Players display a basic understanding of working through their mistakes and can correct them	
Respect	Player shows respect for other players' equipment and space. Understands & plays within the laws of the game.		

*Instructions* – Please use the criteria/indicators above to arrive at a category score out of three for players. Indicators are meant as a range of behaviors for which to be on the lookout for. You do not have to observe every criteria/indicator to arrive at a category score. If you feel you do not have enough evidence for a category, please use the code IE (insufficient evidence) for a category score. Scores from the different assessors will be collected and gone over as a group in making final player determinations. **Category scores will be added to create a total score out of NINE.** In the case where an IE is used, players may be invited back to another session to continue the evaluation. Please note half scores can be used. \*In determining roster decisions, please prioritize the technical-tactical category in making final decisions.

Category Scores– Normative Scale; 3 – (Impactful, noticeable performance evidence); 2 – (somewhat impactful, typical performance evidence); 1 – (negative impact or lacking impact; poor or struggling performance evidence); IE – insufficient evidence to arrive at a performance judgement