Fall 2024 Season Player Evaluation

Division: 6U, 7U & 8U

Team:	GU	BU
Coach:		
Call Phone #		



		Technical					Physical Aspects						
#	Player Name	Ball Control	Passing	Dribbling	Trapping	Finishing	Position	Defense	Endurance	Speed	Agility	Strength	Total Score
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
12													

add then divide by 11

<u>Directions:</u> Complete all sections for each player and return to your Division Rep. Your cooperation in completing this form in a fair and responsible manner is critical for accurate team balancing. All information will <u>only</u> be used for Team Balancing and is confidential. Evaluate your players by comparing them to <u>ALL</u> players within your age group. All players shall be rated as field players. Provide an overall goalkeeping rating under special skills.

For each player, assign one of the following ratings:

- 8-10 Excellent Player almost always outplays other at this level
- 6-7 Above Average Player regularly outplays others at this level
- 5 Average Player is equally likely to outplay and to be outplayed
- 3-4 Needs Improvement Player is regular outplayed by others at this level
- 1-2 Unsatisfactory Player is almost always outplayed by others at this level
- -0 I'm not sure I did not see or could not tell

Total Score: Add all values to the left and divide by 11.

See back for definitions

Definitions:

Technical Ability

Ball Control: Is player able to bring a ball played to him under control instantly and smoothly? Is player able to protect the ball by shielding it and developing deception in order to get rid of your opponent?

<u>Passing:</u> Does player use either foot to perform an accurate pass?. Does player use all areas of the foot?

<u>Dribbling:</u> Handling and control of the ball. This is the ability to feint, burst past opponents, change directions and speed at will, and break through packed defensive lines.

Trapping: Does player stop the ball with chest, body, thigh, or feet to control the ball?

Finishing: Include control kicking, shooting, chip shots, ground shots & volleys. Does player use both feet? Downgrade for toe kickers.

Position: Action, reaction & game awareness. Does player stay in position or move to other player's positions?

Defense: Tackling (taking the ball away). Does player attack the ball or back off?

Physical Aspects

Endurance: The ability of a player to commit himself diligently throughout the game in attack and defense with no sign of fatigue and impaired ball control. Player must constantly be running into open spaces demanding the ball or pulling and committing opposing players to create openings Speed: The ability to accelerate quickly and maintain that acceleration of the various lengths that player's position demands. As an example, the forwards need acceleration with changes of speed over three to twenty yards. Elements include: 1. Pure straight-ahead running speed. 2. Lateral speed (changing direction). 3. Change of speed (slow to fast, fast to half speed). 4. Deceleration ("stopping on a dime"). After these basics are attained, speed must be practiced with the ball!

Agility: The ability to change directions quickly. Twisting, turning while dribbling, readjusting your body to control an awkwardly bouncing ball, and getting up quickly after a tackle.

Strength: The ability to effectively use the body to win physical confrontations.