



AYSO Region 218 RATINGS MEETING GUIDELINES

One of the basic principles of AYSO is balanced teams. To accomplish this we need the input of all coaches at this mandatory player evaluation meeting. Please consider ratings very carefully, as they are used to determine team placement next fall.

EVERY TEAM in U08 through U19 must send a representative to this meeting, preferably the Coach or Assistant Coach! TEAM PICTURES will be given to the coach ONLY AFTER the rating information sheet has been turned in to your DCA.

- ✎ Please fill out the ratings table **in PENCIL**, as ratings may change by the end of the meeting. Print each player's name and team designation (e.g. N-02) **per** sticky note.
- ✎ Print in **BLOCK LETTERS MORE NEATLY THAN NORMAL**, so we can read the players' names.
- ✎ **Now read this carefully!** At the end of the meeting you, as coach or designee, must make any changes to the ratings on your form that were discussed and agreed upon in the meeting. This is very important as it is the **FINALIZED DOCUMENT FROM WHICH RATINGS WILL BE ENTERED INTO OUR SYSTEM**. Remember, next Fall's teams will only be as balanced as the ratings are accurate. **It's all up to you.**
- ✎ When the table is changed and finalized, please sign your name in the blank space provided. Ignore the impulse to take the ratings home and leave them with the meeting moderator or DCA.

THANK YOU! – Region 218

Soccer Skills

This note contains some definitions that may be helpful in defining soccer skills for player ratings. Please note, of course, that different age players are expected to show different levels of these skills; a top ranked 9-year-old is not expected to have the same skill quality as a top ranked 12-year-old.

Ball Skills

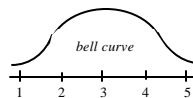
- Ball control: ability to collect and direct a ball that comes to the player. This includes using the first touch to direct the ball into a nearby space as well as trapping the ball (stopping it at the player's feet) with various surfaces.
- Dribbling: ability to "carry" the ball using the feet while maintaining balance and agility; more advance skills include using feints, moves such as step-overs, etc. in order to move past an opponent.
- Passing: ability to accurately direct the ball to another player (either to the player's feet or into the space that the player is running into).
- Shooting: ability to direct the ball past the keeper and into the goal in a direct and decisive manner.
- Tackling: ability to stop and capture a ball that is being dribbled by an opponent
- Clearing: ability to kick the ball a long distance from the defended goal into a space that is not controlled by the attacking team (this can include kicking the ball out of the field).

Positioning Skills

- Channeling and delay: ability to control the motion and speed of an opponent who is dribbling the ball; typically involves slowing the opponent's advance and forcing him/her to the sideline.
- Marking: ability to stay near an opponent so as to effectively deny him/her a chance to get the ball.
- Moving to space: ability to move to an open area of the field so as to be in an advantageous position to receive a pass or make a shot.
- Defensive positioning: ability to move to a defensive position that anticipates, and can interfere with, the attack.
- Field vision: ability to be aware of the location of teammates and anticipate their motion and speed.

NOTE:

The majority of the players on your team are usually rated "3". We expect the distribution of ratings for your players age/gender division to approach a **bell curve**. The majority of the players on your team should be clustered around the middle, or "3". The average team generally has no 5's or 1's, and just a few 4's and 2's; the majority are 3's. Increments of 0.5 (e.g. 2.5 or 4.5) can be used for fine-tuning a player's rating in divisions U10 and up.



Objective: achieve a bell curve for each age specific division

INSTRUCTIONS

Rate your players in comparison to players from other teams within your division, focusing on their skills **RELATIVE TO EACH OTHER**. Please, clearly identify disruptive players (for behavior) so no single team will get more than one next year. **This information is strictly confidential** and is not to be shared with anyone outside this meeting!

NUMERICAL RANKINGS & RATINGS

Adjust accordingly to age group/division; **U08's use 1-5 scale only, example 3.0**; U10's and above, use 1-5 scale with ".5" increments as needed.

Offense: Ball control, dribbling, passing, assisting, and scoring
Defense: Channeling, tackling, delay, passing and clearing the ball

- 5.0 - A player with this rating demonstrates the following:
- A dominant player who can have significant impact on a game, and is highly skilled in both offensive **and** defensive techniques.
 - Possesses knowledge of game strategy and rules at a level appropriate to his/her skill level.
 - Provides a leadership role on the team, helping and assisting the team.
- 4.5 - A player with this rating exhibits some characteristics of both 4.0 and 5.0 play.
- 4.0 - A player with this rating demonstrates the following:
- Highly skilled in either offense **or** defense, **or** moderately skilled in both.
 - An asset to the team, but by themselves cannot dominate the game.
- 3.5 - A player with this rating exhibits some characteristics of both average and 4.0 play.
- 3.0 - A player with this rating demonstrates the following:
- An average player, moderately skilled in either offense or defense, or capable in both.
 - Has a basic understanding of the rules but doesn't understand advanced game concepts and strategies.
- 2.5 - A player with this rating exhibits some characteristics of both 2.0 and average play.
- 2.0 - A player with this rating demonstrates the following:
- Lacking in offensive or defensive skills.
 - Easily beaten when being challenged for the ball, either in offense or defense.
 - Shows an effort, and appears to have a basic understanding of game concepts.
- 1.5 - A player with this rating exhibits some characteristics of both 1.0 and 2.0 play.
- 1.0 - A player with this rating demonstrates the following:
- Is a detriment to the team.
 - Lacks all levels of soccer skills.
 - Player makes frequent mistakes that hurt the team.

See following page for behavioral rating guidelines...

BEHAVIOR RATING GUIDELINE (NOT to affect player skill rating!)

- A** Model player, helps teammates at practice and in games.
- B** Does everything requested, no problems.
- C** Average behavior, goes with the crowd.
- D** Often disrupts practice, but is not mean or vindictive. Takes extra work and time out of practice.
- F** Disrupts practice often, picks fights, had poor rapport with teammates and coaches.
- S** Special Needs Player (severe, emotional or physical disability – may clarify with DCA)

Behavior ratings are used when balancing teams as follows: ratings of D, F, and S are distributed amongst teams next season. **A, B, and C** are not currently used in team balancing, so do not worry about differentiating these.