

Davis AYSO

U8 through U19 Rating Guideline Update for 2005

A Quick Backgrounder:

Beginning in the 2004 season, we started using a sprinkling algorithm to place players onto U12 and higher teams. Players were placed onto teams like a blind draft, where the highest rated players are sprinkled first, in a serpentine fashion until the lowest skill players are placed onto a team. There is a way we handle the two age groups within a division which we won't go into. Once sprinkled, then the players with behavior problems are distributed, as are keepers (U14 and higher) distributed, then offspring of coaches and assistants.

This system replaces the "average rating per team" method used by the AYSO software in the past. The average rating per team had two flaws, in that a.) players with unknown ratings were given a "0" by the system, whereas they should at the least be rated "3", and b.) teams could be formed with several 4.5 rated players in addition to several 2 rated players, and these structures of teams were stronger than other teams which, say, had a lot of 3 rated players, even though both teams had the same average rating. By observation of many evenly matched games and teams, we concluded that the serpentine sprinkling (which is akin to what you used to do in a pick-up basketball game in grade school) was more accurate in getting balanced teams formed.

We enhanced the sprinkling algorithm for this Fall 2005 season by further distributing the players who played the prior select season (U10 and higher). We did not do that in 2004, and observed that teams with higher counts of past select players were playing at a higher level than their counterparts. We also sprinkled players onto all U8 and higher teams.

We will continue to rate players in U8 with only integer (1,2,3,4,5) ratings, as their skills change so much during the intervening 9 months that the half-point is not especially useful, and would take up a lot of discussion time in the ratings meeting, where there are hundreds of players in this division.

U10 and higher players will be rated with half-point numbers as in the past: 1.0, 1.5, 4.5, 5.0.