Ratings and Force Rank

Rate the players ability in relation to THIS team. 1's should be handed to the weakest players in a given category, 3's should be given to the average players within this team and 5's should be handed to players that stand out within this team. 2's and 4's help differentiate between players to create separation of score.

Scale:

- 1 Lowest on Team
- 2 Below Average
- 3 Average
- 4 Above Average
- 5 Highest on Team

Force Rank

Please rank in numerical order, regardless of the numbers before, where you perceive the players to land within the team. Sometimes this differs from the score.

Technical

Passing

Ratings

Rate the player's passing technique.

- Locked ankle "High toe/ Heavy heel"
- Hits the ball hard through the middle of the ball
- Can pass accurately first time

Dribbling/ Ball Mastery

Rate the player's dribbling technique.

- Uses different surfaces (Inside/Outside/Laces/Sole)
- Can perform at pace
- Balanced while dribbling

Receiving

Creating Separation

Rate the player's receiving technique.

- Good first touch that is under control and helps them move the ball
- Uses different surfaces of the foot/body (inside, outside, chest)
- Maintains possession under pressure

Rate the player's ability to create separation from a defender.

- Uses counter movements to get away from opponents
- Timing of the separation gains them time on the ball
- Constantly finds open space

Combination Play Rate the player's ability to execute 1-2's, third man combos and overlapping runs

- Has the correct technique to execute combination plays
- Initiates combination plays
- Recognizes good moments to execute combination plays

Goalkeeping

Rate the player's goalkeeping ability. Rate as a 1 if they did not play.

- Good handling
- Good positioning
- Good distribution
- Good movement

Finishing

Winning the Ball

Rate the player's finishing technique.

- Locked ankle
- Strike with laces
- Balanced while striking

Ability to beat a player 1 on 1

Rate the player's ability to beat opponents 1 on 1.

- Can change their pace to explode past opponents
- Can manipulate the ball to beat an opponent
- Can protect the ball when beating an opponent

Rate the player's ability to defend and win the ball back for the team.

- Quickly do they apply pressure
- Applies pressure by taking an option away and making play predictable
- Challenges for the ball aggressively and win the ball back.

Tactical

Understands Attacking Role Rate the player's attacking ability as part of the team. - Joins in the attack relative to their role on the field - Adopts another role as the play develops because someone is in the wrong spot - Adds value when attacking **Understands Defensive Role** Rate the player's defensive ability as part of the team. - They press/ cover/ balance relative to their role - They recover into the correct area of the field - They add value defensively **Ability to Make Runs** Rate the player's willingness and ability to initiate runs. - Ability to change pace - Reads the game and moves appropriately without reacting - Is often creating chances on goal **Decision Making** Rate the player's decision making ability and soccer IQ - Plays 1 and 2 touch in congested areas - Picks out the best and most dangerous pass - Shoots at the right time and opportunity Ability to Keep Possession for the Team Rate the players effectiveness in maintaing possession of the ball for the team. - Recognizes moments to play 1-2 touch and when to hold on to the ball and can execute - Recognizes when and where the pressure is coming from and plays away from it perhaps even backward to their own goalkeeper - Can switch the point of attack after drawing opponents to one side Physical/Psychological **Attendance** Rate the players attedance throughout the course of the season. - SYSA's policy is a minimum requirement of 50% of training and games (three events a week) Scale: 5 = 100%, 4 = 99-75%, 3 = 74-50%, 2 = 49-25%, 1 = >25% Attitude Rate the player's attitude to soccer and to the team as a whole. - They enjoy soccer and want to be there - They listen well to instruction and correction - They are a good team mate Aggressiveness Rate the players positive aggressiveness. - They hunt for the ball with tenacity - They battle bigger and stronger players - Although they may not win the ball, they play with a "big heart" **Athleticism** Rate the players strength, power and pace. - The player may be strong on the ball and hold players off. - The player may be lightning quick. - The player has good gross motor skills such as jumping, running, kicking etc.