

# Player Evaluation Form Instructions

**Purpose:** In order to have a consistent rating system we are providing these instructions that will help to make player ratings fair and equitable and enable us to balance teams next year.

**Rating Scale:** The rating scale is based on 0 to 100, with a 50 rating being an average player. Your players have a wide range of skills and abilities and these ratings should reflect that. Your best player on the team may be able to take on the 2 or 3 poorest players on your team and beat them consistently. If so, your best player's rating should be 2 to 3 times higher than your poorest player's rating. Most team will have a range from 20 to 80. Typically, the best 6 to 8 players in your division will have a rating in the range of 90 to 100, and likewise, the bottom 6 to 8 players in your division will have ratings in the 10 to 20 range.

The ratings are divided into two broad categories, **athleticism** (aggressiveness and speed,) and **skills** (individual and team). Players in these age divisions play mostly as individuals, with those in the U10 division starting to use and think about team skills. As such, the players that have the biggest impact on the team are those with good dribbling skills and strong kicks (for passing, clearing, and shooting). The other biggest factor on an individual player's impact on the team is their athleticism. Highly athletic kids learn skills faster, usually develop better skills, and because of speed, quickness (ability to change direction rapidly and often), and coordination, they can recover from mistakes on the field and defend well against slower but better skilled players. Most of the time, the better skilled players are the more athletic players, but not always.

The broad category of athleticism includes the subcategories of speed (straight out raw speed), quickness (ability to rapidly change speeds and direction, high acceleration), coordination, and balance, as well as attitude, aggressiveness, work ethic, and ability to listen to and learn from their coach. A highly skilled, fast player that doesn't work hard, and doesn't try to play defense, usually has less of an impact on a team than a lower skilled player that tries much harder. After all, great skills are not much good if you don't or can't use them. An example of a player with great skills, who can't use them very much, is a slow player. Many times an athletic player can prevent this player from being effective. So, in rating your players consider both of these broad categories. And remember, these are only guidelines; you need to use your own good judgment and adjust ratings where needed.

## Instructions:

Please note that the evaluation form is divided into 2 areas, the top one for the older players and the bottom one for the younger players. For example, in the U10 division, the 8 year olds should be listed in the top portion while the 7 year olds should be listed in the bottom portion.

For the U16/19 division, list the 16 thru 18 year olds in the top portion and the 15 year olds and younger in the lower portion.

## Team Record (W-L-T)

The Win, Loss, Ties record of the team prior to the ratings meeting is entered here.

## Club Player (Y/N)

If the player is currently playing on a club team please mark **Y** in this column. Otherwise, just leave it blank. Club players on a team can affect the team balance when they do not show up for their AYSO games because of club games commitments.

### **Best Field Position**

Give the position the player is capable of playing well, e.g., average or better than average for their age group. If the player plays best in the offense position (forward), then please mark an **O** in the **O, M, D** column. Likewise mark an **M** if the best position for that player is in midfield; or **D** if the player is a defensive player. If your player plays more than one position, then please mark accordingly, for example, **OM** for offense and midfield. Finally, if the player is one of your goalkeepers, then please rate the goalkeeper between 1 and 10 with 10 being the best keeper in the division. Do not forget to rate the goalkeeper as a field player separately in the other section.

## NUMERICAL RATINGS

The general rule is that the middle of the scale (50) defines an average player. A team with 8 players of average talent should have a total of 400 points (8 X 50).

### AGGRESSIVENESS (0-20)

This scale rates the player's desire to hustle and be a strong factor in the game. It's hard to teach and is very much related to the player's personality. The ability to win the ball is one part of aggressiveness. Also, a player's willingness to play the positions the coach determines is best for the team is important. Attending practices and games regularly is a factor. Interest and attention during games are also to be considered. Very, very aggressive players score 17-20, very aggressive players 14-16, aggressive players 12-14, average players 8-11, below average 5-7, and passive players 0-4.

### SPEED (0-30)

Rate players based for their age on both speed in an open field as well as how fast they make short moves (quickness or agility). Also, include general athleticism here. Very fast and quick players score 25-30, very good players 21-24, good players 18-20, average players 12-17, below average 6-11, and very slow players 0-5.

### INDIVIDUAL (Skills) (0-30)

Consider the player's overall dribbling skills. Things to consider are: 1) close control with the ball, 2) vision (being able to look up to pass or shoot or just not run into other players), 3) using both feet, 4) ability to turn quickly and change direction, 5) has the ability to take on and beat players, and 6) speed and quickness of dribbling. You can roughly consider 3 to 4 points for each item listed. If they only use one foot, or if they never look up, and they can't beat other players, then you give them 0 points for each category. Be objective in these considerations, and give 0 points to things the players don't do.

### TEAM (Skills) (0-20)

A great team player is one who knows when to pass the ball to a teammate and when not to pass. That player would rate in the 8-10 range. A player who is a ball hog and never pass the ball to a teammate or does not have the skills to make an accurate would rate between 0-3. A player would pass the ball half the time would rate in the middle. Includes players who do not attend practice, coachability, attitude, leadership.

### Overall Team Average Rating

The **overall team average rating** for an average team should be 50. If you believe your team is better than most other teams in your league, your team average may be as high as 54 to 58. If you believe your team is poorer than most other teams, then your team average may be as low as 40 to 45.

Usually, a 100 rating is reserved for the best player in the division. Many divisions will not have a 100 player. Rarely will a team have more than one player rated higher than an 90. Typically, out of 8 players on a team, six will have ratings between 30 and 70, one above 70, and one below 30. Exceptionally strong teams probably have more than one player above 70 and exceptionally weak teams probably have more than one player below 30.

## General Numeric Guidelines

- 90 to 100**     **Outstanding Player**, comparable to the best players in the division. Many teams will not have an outstanding player.
- 76 to 89**     **Very Good Player**. A typical team will have one player in this rating group (unless they have a player in the outstanding group, then they may not have a player in this group).
- 60 to 75**     **Good, Better Than Average Player**. A typical team will have one or two players in this rating group.
- 40 to 60**     **Average, Typical Solid Player**. A typical team will have three players in this rating group.
- 21 to 39**     **Below Average Player**. A typical team will have one or two players in this rating group.
- 0 to 20**     **Passive Player** will minimal soccer skills. A typical team may have one player in this rating group.

**AYSO Region 68 - PLAYER EVALUATION FORM - U10 AND OLDER**

49.6

**TEAM TOTAL** 446

TEAM NAME		SEASON AGE*	CLUB PLAYER?  (Y/N)	Best Field Position		AGGRESSIVE	SPEED	SKILLS		TOTAL
The Strikers				O,M,D,K	GK Rating			INDIVIDUAL	TEAM	
DIVISION & TEAM NUMBER										
GU10 - 151										
COACH'S NAME										
Michael Elliott										
COACH'S PHONE NUMBER										
Team Record (W-L-T)		2-1-1								
NAME	DATE OF BIRTH					0-20	0-30	0-30	0-20	1-100
Molly Weems		9	Y	O		17	25	27	7	76
Nicole Garcia		9		O		16	20	20	7	63
Ryann Grindstaff		9		D		10	14	20	6	50
Megan Tamai		9		K	6	8	7	7	3	25

53.5

**TOTAL** 214

Madison Contreras		8		D		18	27	25	10	80
Desi Jansen		8		K	2	13	15	17	5	50
Mia Hill		8		M		14	12	12	5	43
Emma Fernandez		8		M		6	10	13	4	33
Mariah Bramwell		8		D		5	7	10	4	26

46.4

**TOTAL** 232

**Do you plan to coach next year (Y/N)?**

\* SEPARATE BY AGE OF PLAYER ON JULY 31 OF THIS YEAR  
REGION 68-10/06/2009