



**PEMBROKE YOUTH SOCCER**  
**Select Team**  
**Evaluation Day Procedures and Schedule**

Revised: 10/13/03

## NOTES OR COMMENTS:

- You should have a list of all registered players for the age group being evaluated. Only registered players may participate. Check in players and give them a colored pennie with a number. It might be helpful to delay checking in players to get a better idea of how large a group it will be. Start by handing out only 5 per color and do not exceed 6 colors.
- The target is to have 4, 6, or 8 teams with 5 to 7 players per team. This will cover groups from 20 to 56 players. As you continue to sign players in, you will need to continue to judge how many teams you will need. As you get close to start time decide whether you will go with 4, 6, or 8 teams. Allow for some late arrivals.
- If there are 4 or 6 teams, then each team should have their own color. If there are 8 teams then two pairs of teams will each be the same color. In other words we might have 2 blue teams and 2 maroon teams. **When having 8 teams, only the following teams within the same age group can be the same color: 'A' and 'C', 'B' and 'G', 'E' and 'D', and 'F' and 'H'.**
- Tell the players what their team letters are ("U12 Girls Blue you are team A") and tell them to remember them. Record this info on the master sheet. If you have 8 teams you need to be clear since multiple teams will have the same color.
- Before getting started with the evaluation, gather all the evaluators around and read the pennie colors/numbers off the master list to get everyone set up. All the evaluators should try and put the info down in the same order leaving a few lines between each group to allow for late arrivals. Have the evaluators write their names, the date, and the age group on the top of each score sheet. This needs to be done for the 6 v 6 and the 3 v 3 sheets.
- The kids go to their stations according to the evaluation schedule. Try to have two evaluators (the more the better) at each field. The judges write down 1 score for each player for 6 v 6, and 1 score for each player for 3 v 3. All scoring is according to the scoring guidelines.
- The judges remain at the same field for the entire evaluation. Determine what field number your field will be so you can call teams over.
- It doesn't matter if one team has 6 and the other team has 7.
- Use pugg goals, small goals marked by corner flags, or small U10/intown nets with no goalies. Explain before hand that we are not looking for extremely long shots into an empty net. Have players pretend there is a goalie and that it is a real game.
- The teams rotate according to the very strict time schedule.

# Evaluation Schedule

4 Teams With 5-7 Per Team

Total 20 – 29 Players

## 6 v 6 Notes

- Fields should be U10 size fields but if space is limited you can use 1/4 of a big field (Intown size).
- Allow a short break of 4 - 5 minutes between games.
- Have players switch offensive and defensive positions half way through each game.
- Don't let the same player play center forward and center defense.
- Evaluators will see each player a different number of times. Provide one score per player for 6 v 6, and one score per player for 3 v 3.
- Total time needed for the 6 v 6 portion is 60 to 75 minutes.

6 vs 6		
Time	Field 1	Field 2
15 - 20 minutes	A vs B	C vs D
15 - 20 minutes	A vs D	B vs C
15 - 20 minutes	C vs B	A vs D

## BREAK

## 3 v 3 Notes

- Fields for 3 v 3 should be about the size of a penalty area (18 x 44 yds) and can be setup using cones & existing field markings. Adjust as needed.
- During 3 v 3, players should be substituted in by the evaluators. This will allow evaluators to play the players they need to see more of and to group players together in ways that will assist the evaluator.
- Since 3 v 3 requires everyone to attack and defend, you probably don't need to have players switch positions unless someone is dominating the center of the field.
- Evaluators will see each player a different number of times. Provide one score per player for 6 v 6, and one score per player for 3 v 3.
- Total time needed for the 3 v 3 portion is 60 to 75 minutes.

3 vs 3		
Time	Field 1	Field 2
15 - 20 minutes	C vs D	A vs B
15 - 20 minutes	C vs B	A vs D
15 - 20 minutes	A vs D	B vs C

# Evaluation Schedule

**6 Teams With 5-7 Per Team**

**Total 30 – 42 Players**

## **6 v 6 Notes**

- Fields should be U10 size fields but if space is limited you can use 1/4 of a big field (Intown size).
- Allow a short break of 4 - 5 minutes between games.
- Have players switch offensive and defensive positions half way through each game.
- Don't let the same player play center forward and center defense.
- Each evaluator will see each player only once so make sure you get a good look.
- Total time needed for the 6 v 6 portion is 60 to 75 minutes.

<b>6 vs 6</b>			
<b>Time</b>	<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>
15 - 20 minutes	A vs B	C vs D	E vs F
15 - 20 minutes	C vs E	A vs F	B vs D
15 - 20 minutes	D vs F	B vs E	A vs C

## **BREAK**

## **3 v 3 Notes**

- Fields for 3 v 3 should be about the size of a penalty area (18 x 44 yds) and can be setup using cones & existing field markings. Adjust as needed.
- During 3 v 3, players should be substituted in by the evaluators. This will allow evaluators to play the players they need to see more of and to group players together in ways that will assist the evaluator.
- Since 3 v 3 requires everyone to attack and defend, you probably don't need to have players switch positions unless someone is dominating the center of the field.
- Each evaluator will see each player only once so make sure you get a good look.
- Total time needed for the 3 v 3 portion is 60 to 75 minutes.

<b>3 vs 3</b>			
<b>Time</b>	<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>
15 - 20 minutes	C vs D	E vs F	A vs B
15 - 20 minutes	A vs F	B vs D	C vs E
15 - 20 minutes	B vs E	A vs C	D vs F

# Evaluation Schedule

8 Teams With 5-7 Per Team

Total 40 – 56 Players

## 6 v 6 Notes

- Fields should be U10 size fields but if space is limited you can use 1/4 of a big field (Intown size).
- Allow a short break of 4 - 5 minutes between games.
- Have players switch offensive and defensive positions half way through each game.
- Don't let the same player play center forward and center defense.
- Each evaluator will see each player only once so make sure you get a good look.
- Total time needed for the 6 v 6 portion is 80 minutes.

<b>6 vs 6</b>				
<b>Time</b>	<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>
16 minutes	A vs B	C vs E	G vs F	D vs H
16 minutes	C vs D	A vs G	E vs H	B vs F
16 minutes	E vs F	B vs H	A vs D	C vs G
16 minutes	G vs H	D vs F	B vs C	A vs E

## BREAK

## 3 v 3 Notes

- Fields for 3 v 3 should be about the size of a penalty area (18 x 44 yds) and can be setup using cones & existing field markings. Adjust as needed.
- During 3 v 3, players should be substituted in by the evaluators. This will allow evaluators to play the players they need to see more of and to group players together in ways that will assist the evaluator.
- Since 3 v 3 requires everyone to attack and defend, you probably don't need to have players switch positions unless someone is dominating the center of the field.
- Each evaluator will see each player only once so make sure you get a good look.
- Total time needed for the 3 v 3 portion is 80 minutes.

<b>3 vs 3</b>				
<b>Time</b>	<b>Field 1</b>	<b>Field 2</b>	<b>Field 3</b>	<b>Field 4</b>
16 minutes	C vs E	G vs F	D vs H	A vs B
16 minutes	A vs G	E vs H	B vs F	C vs D
16 minutes	B vs H	A vs D	C vs G	E vs F
16 minutes	D vs F	B vs C	A vs E	G vs H