



PEMBROKE YOUTH SOCCER
Select Team
Field Player Evaluations

BOYS U14	
GIRLS U14	
BOYS U12	
GIRLS U12	

Evaluator Name: _____

Date: _____

The ***mission*** of Pembroke Youth Soccer is to instill in the youth of the community the ideals of sportsmanship, honesty, loyalty, and courage by providing competition through the game of soccer.

The ***vision*** of Pembroke Youth Soccer is to provide an outstanding soccer program and to be recognized for progressive contribution to the youth of the community of Pembroke.

General Guidelines

- Players will be evaluated while playing 6 v 6 and 3 v 3 soccer games. If the number of players or teams at the evaluation does not lend itself perfectly to these formats, they may be adjusted slightly for one or more groups (plus or minus 1 player).
- Every evaluator should see every player at least once in both the 6 v 6 and the 3 v 3.
- None of the games require goalkeepers. Players should be encouraged to play as if a goalkeeper was present. Evaluators should have players switch positions around half way through the scrimmage.
- It is suggested that the 3 v 3 evaluation take place after the 6 v 6 using the same rotation that was used during the 6 v 6. During 3 v 3, half the players should be playing and half should be resting. Half way through, players resting switch with the players playing. In the 3 v 3, there should be no need to switch positions as all players will need to help in attack and defense.
- When moving from 6 v 6 to 3 v 3, the field size should be made smaller. A field the size of a regulation penalty area (18yds by 44yds) would probably be sufficient.

Evaluating the Players

Each evaluator will score each player twice: once in 6 v 6 and once in 3 v 3. The score will be based on a scale of 1 through 7 as described below. If an evaluator sees a player more than once in a particular event, they should still provide a single score for that event. All of the following guidelines apply to both 6 v 6 and 3 v 3.

Score	Meaning
7	Outstanding player: Should be dominant and a leader at this level.
6	Excellent: Should be one of the best on the team (top half).
5	Very good: Should make the team and make a solid contribution.
4	Good solid player: Just makes the acceptable level for the team.
3	"Average player": A good player on a non-select team. All players start here at the start of the evaluation.
2	Development Needed: Player has several areas that need improvement.
1	Development Needed: Player needs improvement in almost all areas.

Based on the above guidelines, each evaluator should consider a score of 4, 5, 6, or 7 as a "passing" score - as a vote for a particular player to be on the select team. The better the player, the higher the rating the evaluator should provide. In a group where a single select team is being fielded, there will be 17 spots available for field players (plus 1 to be selected from the goalkeeper evaluation). As a result, **each evaluator should try to award approximately 17 players a score of 4 or higher during the entire evaluation process.** The remaining players should be scored as a 3, 2, or 1 indicating you do not think they qualify for the team. **If an age group will field two select teams, then each evaluator should target 34 players** (17 spots times 2) to receive "passing" scores of 4, 5, 6, 7. In both cases, the distribution of your passing scores should be relatively even as shown below:

Example of good score distribution for evaluations of 58 players for 1 Select Team	
Score	# of players given this score
7	4
6	4
5	5
4	4
3	19
2	15
1	7

Example of good score distribution for evaluations of 75 players for 2 Select Teams	
Score	# of players given this score
7	8
6	9
5	8
4	9
3	20
2	13
1	8

These are just guidelines and not cast in stone. By trying to adhere to the above guidelines, each evaluator will be given an equal say in the evaluation process. Adhering to this may be difficult, especially if the evaluation process spans multiple days. In this scenario, some players may be seen twice while others once. Some may attend once on a day with a light turnout where there is less competition. Make a best effort to try and gauge these factors so that at the end of the entire evaluation process, each evaluator has awarded a similar number of passing scores.

While evaluating players, you may consider all of the skills and qualities that make up a soccer player. To assist in this effort, there are columns on the Evaluation Score Sheet which list some of these elements (listed below). You can use these columns to indicate a players strengths and weaknesses with a "+" or a "-". Your final score is what counts but providing this information may help the coordinators better understand what the evaluators had seen. This information will also be useful if giving a player an extremely high or low rating.

Skill / Quality	Examples of Things to Look For
Passing	Accuracy and pace.
Control / Receiving	Comfort with ball. Protect ball (shielding). Quality of first touch when receiving passes.
Shooting	Accuracy and power.
Dribbling	Ability to beat an opponent 1 v 1.
Defending	Ability to defend 1 v 1 situations.
Athletic	Includes speed, quickness, and coordination.
Aggressive	Willingness to challenge hard for the ball, to go shoulder to shoulder.
Involved	Always seems to be a part of the action.
Game Sense & Vision	Good decision making regardless of quality of execution. Takes up good positions offensively and defensively. Ability to find players who are open.

While evaluating players' performance, evaluators must factor in the skill level of who the player is playing against. For example, suppose an evaluator sees two situations where a player beats another player in a 1 v 1 situation. In one case it may be the towns #1 player beating the towns #2 player, while in the other it may be the towns #49 player beating the towns #50 player. Evaluators need to be careful not to unfairly punish or excessively reward a player based on situations like these.

*** People who are evaluating their own children should clearly indicate this on the Score Sheet with a big asterisk (*) and not score their child.

