

## PLAYER EVALUATIONS ARE DUE OCT 28 TO YOUR DIVISION REPRESENTATIVE

Attached are some general guidelines for use in player ratings. The player ratings use a 0 to 10 scale, with 10 being Pele. Remember, player ratings are not a report card. These are not used to judge a player. In fact, player ratings must never be communicated to anyone outside the player-rating meeting. The only purpose of player ratings is for team balancing. Even then, player ratings are only seen by a bare minimum number of board staff to assure balanced teams.

In order to promote consistency among coaches in player ratings, we have developed this guideline. A player will not likely fit into a single column, but will vary by the category. These general guidelines, in addition to consideration for other attributes such as desire, attitude or special skills such as throw-ins, will allow a coach to come up with ratings that will promote balanced teams next year.

For a team of ten, the breakdown should be something like this:	Rating	Players
	8.5 – 10	0 – 1
	6.5 – 8.5	2 – 3
	4.5 – 6.5	4 – 6
	1.5 – 3.5	2 – 3
	0 – 1.5	0 – 1

Rating	9	7	5	3	1
General	A dominant player on the field; a team is lucky to have one. Mastered a couple of positions, can play anywhere. Can play any position.	A key player; a team may have 2 or three. A critical part of the team; holds their own in key challenges. Strong in one position, can play others.	An average player. Does well in some positions or supporting roles.	A player who can fill a specific position adequately but does not do so well in other positions.	Poor skills limit this player to positions that have lower risk. Needs backup.
Ball Control	Always traps the ball and keeps ball in playing distance when dribbling. Can put appropriate weight on passes. Can send excellent through passes. Can chip the ball accurately.	Frequently traps the ball and keeps ball in playing distance when dribbling. Generally good passes. Can sometimes chip the ball accurately.	Sometimes traps the ball and sometimes pushes the ball too far when dribbling. Generally good passes, but sometimes too soft or wild.	Seldom traps the ball and has only a touch or two when dribbling. Needs close support for passes.	Lucky to trap the ball and has only a touch or two when dribbling without pressure. Needs close support for passes.
Shooting/kicking	Can place the ball with power and accuracy. Can send accurate long ball (>30 yards) passes and free kicks.	Can place the ball with power or accuracy. Can send accurate medium range (>20 yards) passes and free kicks.	Shooting is inconsistent. Can send accurate short range (<20 yards) passes and free kicks.	Shooting is rarely accurate. Has inconsistent touch on even short passes.	Kicks in general direction.
Speed/ Endurance	Great acceleration. Among the fastest in a 20 yd sprint. Endurance to play at high intensity the whole game	Has bouts of speed, and better than average endurance. Or plays within capability and is in position.	Average speed and endurance.	A little slow, needs a break periodically.	Slow and poor reaction time. No anticipation. Needs frequent breaks.
Game awareness/ Movement	Reads the game well and has great anticipation. Always sees opportunities for overlaps, switches, and through balls. Communicates and directs team movement.	Reacts quickly and takes opportunities. Sometimes sees opportunities for overlaps, switches, and through balls. Communicates frequently.	Reacts to opportunities; understands basic transition. Will respond to calls for overlaps, switches, and through balls. Sometimes moves into support.	Stays in assigned position, does not transition freely. Sometimes forgets to mark up. Does not move for support.	Stays in position, but sometimes will chase the ball. Does not understand movement besides going to the ball, and reacts slowly.