

**CHARIHO Youth Soccer Association  
PLAYER SCORECARD**

COACH \_\_\_\_\_

AGE GROUP **U-14**

TEAM \_\_\_\_\_  
Sponsor

TEAM LETTER \_\_\_\_\_

**INSTRUCTIONS:** Coaches rate each player from 1 to 10 in each category, player ratings are based on performance completed during game play only. Under each category are three rubrics to use as basis for each rating coaches are not limited to (1, 5 or 10) but should estimate where the player falls in between the rubrics. All points should be tallied for each player at the bottom of the scorecard. Please add additional information if warranted. Keep in mind this rating sheet will provide the basis for making fair teams next year.

**I. TECHNIQUE / SKILL**

<b>PASSING</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player has the ability to use all portions of both feet, ground and volley, leads player, accurate in both speed and placement 5 - Player has the ability to use both feet, good direction towards team mate, no real control with half or volley passes 1 - Player strong with one foot, accuracy and speed need work. Often fumbles or passes to other team under pressure.														
<b>SHOOTING</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player has the ability to use all portions of both feet, ground and volley, able to shoot from beyond 18m box, accurately place ball in net. 5 - Player has the ability to use both feet with ground balls, some control with half/volleys, somewhat aware of goalie and can shoot from the penalty line (10m). 1 - Player strong with one foot, can score up close not much directional control, uses toe no goalie awareness.														
<b>HEADING</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player has the ability shoot on goal, good directional control, and receive. 5 - Player will head the ball when given the chance, jumping and stationary, not much directional control 1 - Player has no ability with heading and backs down or ducks from balls at head height														
<b>DRIBBLING</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player has the ability to use all sides of both feet, able to change speed and direction, head up in open field and has good composure under pressure, no loss of speed. 5 - Player has the ability to use some sides of both feet, keeps ball close, head down, little composure under pressure, moderate speed. 1 - Player has the ability to use one foot and immediately kicks ball away under slight pressure usually turns ball over to other team.														
<b>TACKLING</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player has the ability to provide a balanced attack either by, poking, blocking and controlled shoulder charge, able to recover quickly 5 - Player has the ability to provide a frontal attack in the offence and successfully complete a poke tackle and may be developing a block tackle. 1 - Player provides no attack other than sticking a foot out and primarily pursues from behind.														
<b>COLLECTING</b> (Trapping)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player has the ability to collect balls with all parts of the body and provide first touch away from pressure. 5 - Player has the ability to collect ground balls with feet, uses other parts for half/volley, tendency is to stop the ball, occasionally uses ball momentum to advantage. 1 - Player able to stop ball hit on ground, often will swipe at a passing/moving ball, or does not preposition body, often fumbles ball														
<b>GOAL KEEPING</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player comes out of goal, takes advantage of angles, good mobility and able to defend in all manner and will confront a solo attacker, good communication. 5 - Player comes out of goal, takes advantage of angles, able to scoop and catch, runs to box edge for distribution, moderate communication 1 - Player can scoop the ball, bobbles catches and shies away from shots, stays on line, stays quiet.														
<b>THROW IN</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	10 - Player executes perfectly, has good distance, quick putting the ball in play, knows the distance rule, looks for movement and open space (leads player). 5 - Player generally executes without flaw, throws medium distance, looks for open players, favors the touch line (down side line). 1 - Player frequently fouls, throws little distance, doesn't understand distance rule, and throws to anyone.														

**Page 1 TOTAL**

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<b>INSERT PLAYERS NAMES</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**II. TACTICS**

**DEFENSE**

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10 - Player understands 1st, 2nd, and 3rd defender roles, draws offense offside, tries channeling offense into supporting players, ability to clear ball.  
 5 - Player goes to ball, knows positions, can delay and channel offense to outside, has a concept of 2nd defender, sometimes clears ball.  
 1 - Player doesn't attack ball carrier provides defense by running after the ball has passed, kicks ball away in open field, no pressure.

**OFFENSE**

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10 - Player can fake and feign effectively, looks for open space, draws defenders away from ball carrier and communicates with team, can score at will.  
 5 - Player runs along with ball carrier, may provide support will pass to team mate / cross ball into box, can go to open space.  
 1 - Player will run at ball no matter who has it, will not pass intentionally, turns ball over easily, does not use other team mates.

**III. FITNESS**

**ATHLETIC ABILITY**

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10 - Player able to play the required time for a half without being winded, above average speed, strength and agility. Can juggle ball well.  
 5 - Player able to play the required time for a half gets winded and recovers, average speed, agility and strength. Juggles the ball a couple of times.  
 1 - Player walks most of the time and has below average speed, strength and agility. Can not juggle the ball at all.

**IV. PSYCH. APT.**

**ATTITUDE**

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10 - Player is extremely enthusiastic can't wait to play, team player and listens to instruction, goes to all practices, no blatant fouls, good communication.  
 5 - Player comes games, team player, generally listens to coach, comes to most practices, no blatant fouls, moderate communication  
 1 - Player still comes to most games isn't enthusiastic, does not listen to the coach, misses most practices and commits blatant fouls, talks

**KNOWLEDGE**

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10 - Player understands all the rules of the game and can use them to his/her advantage, may provide coaching tips/ideas.  
 5 - Player understands basic rules, touch line infractions, offside, handballs, goal/corner kick strategy, can interpret/react to refs calls.  
 1 - Player has rudimentary knowledge of touch line infractions and hand balls but looks to coach and/or refs for guidance

**PAGE 2 TOTAL**

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**GRAND TOTAL**

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<b>INSERT PLAYERS NAMES</b>														

**V. COACH'S COMMENTS ABOUT ANYTHING ABOUT THE LEAGUE, RULES, THIS SHEET, ETC.**