

**CHARIHO Youth Soccer Association
PLAYER SCORECARD**

COACH _____

AGE GROUP **U-12**

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

PASSING

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10 - Player has the ability to use most portions of both feet, leads player, good accuracy in both speed and placement
5 - Player has the ability to use both feet, some direction towards team mate.
1 - Player strong with one foot, accuracy and speed need work. Often fumbles or passes to other team under pressure.

SHOOTING

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10 - Player has the ability to use both feet, some success with volley/ 1/2 volley, able to shoot from beyond 18m box, aware of goalie.
5 - Player has the ability to use both feet with ground balls, no 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.

HEADING

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10 - Player has the good directional control jumping and stationary.
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

DRIBBLING

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10 - Player has the ability to use both feet, able to change speed and direction, head up in open field and has good composure under pressure.
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.

TACKLING

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10 - Player has the ability to provide an attack either by, poking or blocking can recover.
5 - Player has the ability to provide a frontal attack on 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.

COLLECTING

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(Trapping)

10 - Player has the ability to collect balls both feet, starting to be able to control with other parts of the body and provides first touch away from pressure.
5 - Player has the ability to collect ground balls with feet, 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.

GOAL KEEPING

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10 - Player comes out of goal, takes advantage of angles, good mobility and may confront a solo attacker, good communication.
5 - Player comes out of goal, 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.

THROW IN

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10 - Player executes perfectly, has good distance for age group, quick putting the ball in play, leads player down sideline.
5 - Player generally executes without flaw, throws average distance, favors the touch line (down side line), does not lead player.
1 - Player frequently fouls, throws little distance and throws to anyone.

Page 1 TOTAL

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INSERT PLAYERS NAMES

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II. TACTICS

DEFENSE

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10 - Player understands 1st and 2nd, defender roles, begins to draw offense offside, ability to clear ball.
 5 - Player goes to ball, knows positions, can delay, 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 give n go, looks for open space, draws defenders away from ball carrier and communicates with team, can score .
 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 5x.
 1 - Player walks most of the time and has below average speed, strength and agility. Can not juggle the ball 2x.

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 back

KNOWLEDGE

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10 - Player understands all the rules of the game and can use them to his/her advantage.
 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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PAGE 1 TOTAL

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GRAND TOTAL

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INSERT PLAYERS NAMES

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

