

Region-13 Player Rating Form Instructions

1. Please be careful and conscientious: these ratings are used to form teams in future seasons: the more accurate the ratings, the more balanced the teams will be.
2. Rate the players in comparison to others of the same age group. **Do NOT compare older players to younger players.**
3. **League Age:** If the player is an older, list the age of the older players in his/her age group, likewise for a younger (for example, in U10, older players are all "9" and younger players are all "8").
4. **Name:** list the players alphabetically by last name.
5. **Position:** indicate what you think is the player's best position (for U8, use "offense" or "defense").
6. **Rating Categories:**

SKILL: Rate from 0 to 6. Consider passing, dribbling, ball control (including trapping), finishing (goal scoring), ability to play with either foot, strength and accuracy of kick, and throw-in technique.

MENTAL: Rate from 0 to 3. Evaluate how well the player understands the strategy of the game. Consider field sense, ability to take direction, and ability to communicate with teammates.

SPEED: Rate from [-1] to 1. Most players should receive a 0. Give a 1 if the player is among the fastest in his/her age group. Give a [-1] if the player is among the slowest.

AGGRESSIVENESS: Rate from 0 to 1. If the player is aggressive and unafraid of the ball or other players, give a 1; otherwise give a 0.

ATTITUDE: Rate from [-1] to 1. If the player tries hard, wants to learn, is willing to play any position, has a good record of attendance and communicates any schedule conflicts or other issues, give a 1. If the player's attitude is detrimental to the team, give a [-1].
7. **TOTAL:** Add the ratings in each rating category to obtain an overall rating from [-2] to 12 for each player: the higher the number, the stronger the player. Ratings of 0 or 12 are rare. Ratings of [-2] or [-1] should be avoided. The team average should be close to 6, and probably between 5.75 and 6.25, unless you have an exceptionally strong or weak team (which would be reflected in a lopsided win-loss record).
8. **SANITY CHECK:** After computing the total rating for each player, make sure that a player of a given total rating fits the description below (if not, adjust the player's rating accordingly):

12	Strongest player in the age group.
10,11	Very strong player. Consistently dominates play.
8,9	Stronger than average player. Solid contributor.
5,6,7	Average player.
3,4	Weaker than average player. Contributes, but has plenty of room for improvement.
1,2	Very weak player. Struggles to make a contribution.
0	Weakest player in the age group.

~~0, [-1] Absolutely no contribution, no passes, no touches, no involvement~~
9. **VALUE:** Rank the player's "value" to the team. Rank older and younger players separately. Most valuable older is 1, next most valuable older is 2, next is 3, etc. Likewise, most valuable younger is 1, next most valuable younger is 2, next is 3, etc.
10. **Remember:** you will not receive any trophies or medals until you have submitted your ratings!