

U9 and U10 Assessment Stations for up to 36 Players

Station 1 - Keep Away

Keep Away Rules for 4 Players (3 X stations 1 = 12 Players)

Player A starts w/ ball and can move on the line to make good pass to players B and C
 Players B and C move behind the line to receive the ball with a good trap from player A
 Player D attempts to steal the ball at anytime from Players A, B, and C
 If Player D steals the passed ball from Player A then Players A and D swap positions
 If Player D steals the a trapped ball from Player B then Players B and D swap positions
 If Player D can not steal a ball from any Player then switch with another Player

Players A, B and C Attributes

- Passing Accuracy
- Trapping Cleanly by moving to ball
- Movement w/ the ball with motion to pass
- Movement w/o the ball to open space

Players D Attributes

- Mental Agility (decision making)
- Physical Agility
- Foot work/Positioning
- Aggressiveness

Station 2 - Skill Box

Skill Box Rules for 12 Players

All Players have a ball, dribble to opposite line, make pull back move (*), then back
 * or hard cut with outside of either foot

Team 1 - Players A B C
 Team 2 - Players D E F
 Team 3 - Players G H I
 Team 4 - Players J K L

Evaluator calls out right foot only, then Team # to start, then Team #'s (1&3, 2&4)
 Evaluator calls out left foot only, then Team # to start, then Team #'s (1&3, 2&4)
 Evaluator calls out use both feet, using #'s 1, 2, 3, 4, 1&3, 2&4, 1&2&3&4

Players A through L Attributes

- Right Foot / Left Foot
- Head Up
- Controlled Dribble

Players A through L Attributes

- Pullback Move at opposite line
- Focus
- Sportsmanship

Station 3 - 1 v 1

1 v 1 Rules for up to 4 Players (3 X station 3 = 12 Players)

Passer P1 provides a static lead pass to Striker using inside left foot to score on one touch
 Passer P2 provides a static lead pass to Striker using inside right foot to score on one touch
 Back (B) or Keeper (K) applies striker defensive pressure from positions as P1 or P2 pass
 Passers P1 and P2 each pass a minimum of 4 balls for Striker to attempt goal
 All 4 Players then rotate clockwise through all positions

Players K/B, P and S Attributes

Offensive Attributes

- Accurate Static Lead Passing
- Accurate Left Foot Strike (goal)
- Accurate Right Foot Strike (goal)

Defensive Attributes

- Speed High to Low
- Mental Agility (decision making)
- Physical Agility (mobility)

If more than 36 players require assessment then multiple Stations 1, 2, and 3 can be setup.
 Hence if 60 players are to be assessed, then 5 station 1's, 2 station 2's, and 3 station 3's will be required.
 A minimum of 2 Assessors are required per station.

NOTES:

U9 and U10 - Station 1, Keep Away Worksheet

Year:

4 Player #'s

Evaluator:

Players A, B, C Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Passing Accuracy with Head Up				
Trapping Cleanly by moving to ball				
Movement with the ball with motion to pass				
Movement with out the ball to open space				

Player D Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Mental Agility (decision making)				
Physical Agility				
Foot work/Positioning				
Aggressiveness				

NOTES

U9 and U10 - Station 2, Skill Box Worksheet

Year:

12 Player #'s

Evaluator:

Players A - L Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Right and Left Feet				
Head Up				
Controlled Dribble				
Pullback Move at opposite line				
Focus				
Sportsmanship				

NOTES

U9 and U10 - Station 3, 1 V 1 Worksheet

Year:

4 Player #'s

Evaluator:

Players S Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Accurate Left Foot Strike (goal)				
Accurate Right Foot Strike (goal)				

Players P Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Accurate Static Lead Passing				

Players B Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Speed High to Low - Don't over commit				
Mental Agility (decision making)				
Physical Agility (mobility)				

Players K Attributes	Excellent #'s	Good #'s	Satisfactory #'s	UnSat #'s
Speed High to Low - Don't over commit				
Mental Agility (decision making)				
Physical Agility (mobility)				

NOTES: