

U13 and U14 Assessment Stations for up to 48 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 A, B or C

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
 Mental Agility (decision making)

Players D Attributes
 Mental Agility (decision making)
 Physical Agility
 Foot work/Positioning
 Endurance
 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
 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 #'s (1&3, 2&4)
 Evaluator calls out left foot only, then Team # to start, then #'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
 Evaluator calls out left and right foot Rollovers only, left foot down then right foot back

Players A through L Attributes
 Left Foot
 Right Foot
 Head Up
 Controlled Dribble
 Pullback or Cut Moves at opposite line
 Rollovers Left foot then Right foot
 Focus
 Sportsmanship

Station 3 - 4 V 4

3 V 3 Rules for up to 6 Players (2 X stations 3 = 12 Players)
 A B C Players come out of Goal G2 (2 yds wide)
 X Y Z Players come out of Goal G1 (2 yds wide)
 A B C Players to score goal at G1 and defend G2
 X Y Z Players to defend G1 and score goal at G2

Players A B C and X Y Z Attributes
Offensive Attributes
 Accurate Passing
 Trapping Cleanly/First Touch
 Movement with the ball
 Movement with out the ball
 Mental Agility (decision making)
 Sportsmanship
Defensive Attributes
 Speed
 Aggressiveness
 Pressure with ball
 Pressure with out the ball
 Mental Agility (decision making)
 Communication

Station 4 - 1 v 1

1 v 1 Rules for up to 4 Players (3 X stations 4 = 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 48 players require assessment, then setup multiple Stations 1, 2, 3 and 4.
 If the numbers of additional players is 8 or under, then add two players to each station and sub them in as necessary.
 A minimum of 2 Assessors, or maximum of 4 Assessors are required per station.

U13 and U14 - 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 | | | | |
| Trapping Cleanly by moving to ball | | | | |
| Movement with the ball with motion to pass | | | | |
| Movement with out the ball to open space | | | | |
| Mental Agility (decision making) | | | | |

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

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U13 and U14 - Station 2, Skill Box Worksheet

Year:

12 Player #'s

Evaluator:

| Players A - L Attributes | Excellent #'s | Good #'s | Satisfactory #'s | UnSat #'s |
|---|---------------|----------|------------------|-----------|
| Right Foot / Left Foot | | | | |
| Head Up | | | | |
| Controlled Dribble | | | | |
| Pullback and Cut Moves at opposite line | | | | |
| Rollovers Left and Right feet | | | | |
| Focus | | | | |
| Sportsmanship | | | | |

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U13 and U14 - Station 3, 3 V 3 Worksheet

Year:

6 Player #'s

Evaluator:

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| Players A, B and C Attributes | Excellent #'s | Good #'s | Satisfactory #'s | UnSat #'s |
|--|---------------|----------|------------------|-----------|
| Accurate Passing w/o forcing ball through | | | | |
| Trapping Cleanly/First Touch | | | | |
| Movement with the ball | | | | |
| Movement w/o the ball | | | | |
| Mental Agility (decision making) | | | | |
| Sportsmanship - Communicates, doesn't hog the ball and passes. | | | | |

| Players X, Y, Z Attributes | Excellent #'s | Good #'s | Satisfactory #'s | UnSat #'s |
|----------------------------------|---------------|----------|------------------|-----------|
| Speed | | | | |
| Aggressiveness | | | | |
| Pressure with ball | | | | |
| Pressure with out the ball | | | | |
| Mental Agility (decision making) | | | | |
| Communication | | | | |

U13 and U14 - Station 4, 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) | | | | |

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