

Player Evaluation
 Players Name

Coach

ODP Year

Gender

A = exceptional ability

B = good base

C = average ability

D = development in this area a priority

TECHNICAL

	A	B	C	D
Dribbling				
use of different parts of feet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
dribbling for possession	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
dribbling at speed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
change of pace/direction	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Passing				
use of both feet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
proper pace on passes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
accuracy of passes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
longer flighted passes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
longer low driven passes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Receiving (ground)				
use of both feet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1st touch direction & control	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
body shape	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Receiving (air)				
body surface selection	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
control with purpose	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Shooting				
accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
power	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
selection of surface	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
use of both feet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

TECHNICAL CONTINUED

	A	B	C	D
Crossing				
placement of cross	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Heading				
use of forehead	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
body position	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
heading for power	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
heading for accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
TACTICAL				
1st Defender				
provides pressure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
control and composure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
making attack predictable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
decision to tackle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
ability to tackle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

2nd/3rd Defender

position off of 1st defender	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
communication	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
reading/marketing attackers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
zonal defending concept	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

TACTICAL CONTINUED

	A	B	C	D
1st Attacker				
recognize when to attack	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
attack via the dribble	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
penetrate via the pass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
changing point of attack	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
playing with back to goal	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2nd/3rd Attacker				
supporting roles	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
timing & choice of runs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
combination play	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
mobility (off the ball)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PHYSICAL				
endurance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
quickness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
agility/balance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
change of pace	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
strength & power	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
speed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PSYCHO-SOCIAL				
composure with ball	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
concentration/focus	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
leadership	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
training mentality	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
game mentality	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
team concept	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

