



# Holliston Youth Soccer Association

## Tryout Format

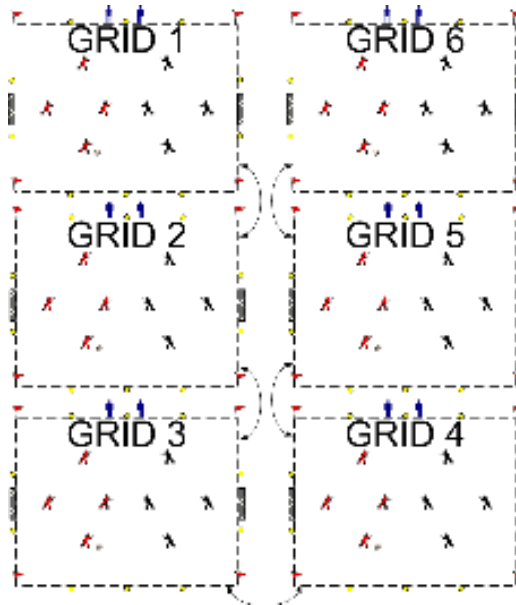
### Introduction

Players are evaluated during the tryout process through small-sided games – 3v3, 4v4, 5v5. The games are organized in grids taking into consideration total number of players attending. The following is a guide:

| Number of Players | Game | Grid Size | Number of Grids |
|-------------------|------|-----------|-----------------|
| 20-30             | 3v3  | 20x30 yd. | 3-4             |
| 30-40             | 4v4  | 30x40 yd. | 4-5             |
| 40-50             | 5v5  | 40x50 yd. | 5-6             |
| 50-60             | 6v6  | 50x60 yd. | 6-7             |

If there is an odd number of players one or more grids can play numbers up/down to accommodate.

The fields are organized to allow flow between the grids. Designate each grid with a number: 1 to N. Grid 1 is the top grid. For example:



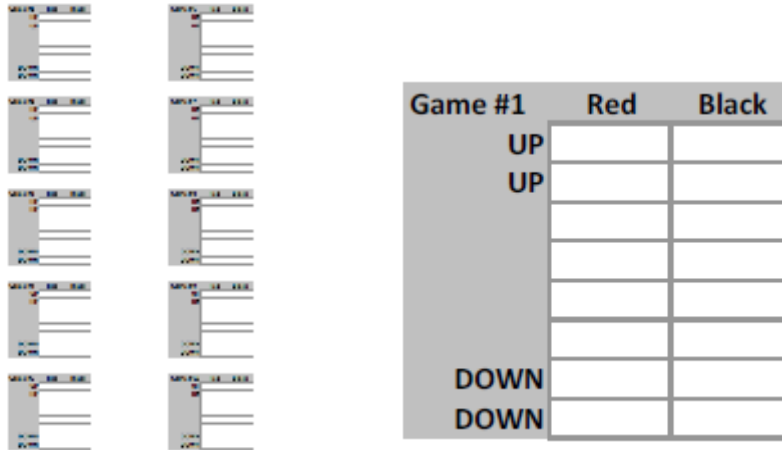
A promotion/regulation structure is used to determine rankings of the entire group of players for the day. During small-sided games players are evaluated and moved up/down the grids. The objective is to get the strongest players in grid #1, second strongest in grid #2, and so on through a process of promotion and regulation.

The process of evaluating players during a tryout will be conducted in the same manner over both days of the travel tryout assessment. Due to the nature of this tryout format, players should attend only if they are able to complete the tryout (i.e. if they leave before the tryout is completed, they may not be scored for that day).

### Preparation

The tryout coordinator for the night determines the number of grids based on the number of registrants and the number of evaluators secured for that evening. Ideally there should be at least 2 evaluators for each grid. With less evaluators, you may have less on the first and last grids. The tryout coordinator is responsible to organize the setup of the grids in advance with the help of the tryout captain. The tryout coordinator will also make sure there is enough evaluator materials: pens and clipboard with player evaluation and promotion/regulation forms.

There shall be a form for each game to assist the evaluator in identifying players for movement. This form is not intended to be used for final evaluation, but the evaluator may make any notes required to assist their effort. For example:



For each game, evaluators separately sort the red and black teams to identify where players will be moved.

Evaluators are instructed (and ideally prepared prior to tryout night) on how to force rank the players. The criteria used to establish this is: technical (first touch, dribbling, passing, receiving, defending); tactical (field sense, team sense, movement off the ball) and physical (in shape, first to ball, assertiveness). In general, it is easier to spot differences in capabilities until the grids start to normalize. Take all criteria into consideration (for example, do not necessarily advance a very fast child that only races to the net and toes it in). Evaluators might need to adjust your scrimmage to see something.

A captain is assigned to coordinate the process on the field. The captain moves between the grids to confer with the evaluators to keep flow. The captain is responsible to keep an eye on the time to allow ample opportunity for movement between the grids. The captain addresses issues on the field (e.g. injury, making sure children take water, late arrivals, etc.)

The tryout coordinator meets with the captain and evaluators 15 minutes before tryouts are scheduled. Prompt arrival is required to assure the number of grids, number of players, etc. The evaluators are assigned grids.

Separately, the travel coordinators are responsible for coordinating the receiving and checking in players. Players are randomly assigned a number and half the players are in red pinnies and the other half in black pinnies. A sign-in table is set up one half hour before tryouts are scheduled. Players are instructed to arrive 15-30 minutes early to sign-in and warm-up.

The total tryout session is one and half hours, which includes getting the players off the field. Extra care needs to be taken if there is a tryout scheduled immediately after (e.g. may be using same evaluators, etc.).

### **Registration**

Parents are asked to sign-in their children 15 minutes before tryouts. A player must be registered for the upcoming season in order to participate in tryouts. It is strongly encouraged for players to be registered before arriving; registration on the day of tryouts may hinder the start time. Players are given a numbered pinnie (either black or red). Coordinators may seed pinnie colors based on coach evaluations in order to distribute the talent across the two colors. No seeding is done by number or starting grid.

### **Welcome**

As players arrive, they are instructed to get warmed up and stretch. At the start of tryouts, the tryout coordinator or captain calls all the players in to welcome them and instruct them (e.g. players should take their water with them grid to grid; balls should be left at their first grid).

An appropriate number of players are randomly assigned for each grid, half should be in red pinnies the other half in black pinnies. For example, in 4v4 play, send 4 red pinnies and 4 black pinnies to each grid. In the case of odd numbers, reduced size grids or grids with extra players will be the middle numbered grids.

At the start of the first game, the evaluators give the players minimal instruction and get the game started quickly.

### **Assessment**

Games will run approximately 10 minutes. During the game, evaluators force rank the players for each of the teams. This ranking is used to promote and relegate players to other grids. Evaluators are instructed to send players to the other grids accordingly – strong players are promoted and weaker players are relegated. The top grid only relegates players and the bottom grid only promotes players. Depending on the number of players, and the number being promoted and relegated, there may be players remaining in the same grid. The captain will coordinate this movement.

In an example, the games are 4v4 and two players are promoted/relegated each game. Evaluators for grid 1 would send two each of red and black to grid 2. The middle grids would send two each up and two each down, leaving no existing players in their grid. The bottom grid would send two each of red and black up a grid.

Moving players in this way allows for quick seeding of the group. Evaluators need to count the players prior to each game to make sure the flow is correct. The group is reassembled and play should start again quickly.

This process continues for enough times so players have the opportunity to move from the lowest grid to the highest grid.

**Considerations**

If there is an odd number of players one or more grids can play numbers up/down to accomodate.

The first adjustment might be that one of the games is different. For example, if playing 6v6, there maybe one game of 5v5. If the tryout coordinator and captain set it up this way, then one of the middle games will play in this different format.

The second adjustment would be with an odd player, an injury, etc. The evaluators determines what is best to see the players. They may reduce the game size, play unvenen or include a neutral player.

Fine tuning the movement between grids can be planned, but can also be adjusted.

Based on the number of players and games, and the spirit to allow for children to move the proper game, the tryout coordinator may plan a phased number of promotions/relegations. For example, the first game moves 3 in each direction, then a couple of games two are moved, and then only one at a time.

If the planned movement for the tryout is two players, the captain may determine in speaking with the evaluators that the groups are settling down and instruct the evaluators that the following games will move one player.

**Final Game**

The number of games is scheduled, but may be adjusted to accommodate the children and the evaluators.

When the final game is determined, the players are pooled into relative capabilities (i.e. the stronger group should be in grid 1).

During the final game, the evaluators watch the group play one more time and force rank the players from strongest to weakest within their group. In this final ranking, red and black do not make a difference and the total players should be force ranked from 1- N (e.g. for 5v5, ranked 1-10), where 1 is the best player. Final rankings are recorded by the evaluator and submitted to the captain. If there is more than one evaluator for the grid, the evaluators should work together to submit a single final ranking.

| YEAR (Current)  | DIVISION (U-x)                          | GIRLS/BOYS    | DATE | EVALUATOR | GRID |          |
|---|---|---------------|------|-----------|------|----------|
| e.g. 2009   | e.g. U-12                               |               |      |           |      |          |
| Force rank each player against each other, from 1 (best) to N. Do not seperately rank different teams; rank the entire group.<br>No half values (i.e. 1.5) and no players with same value (make a choice, you must select one of the two; assuming you are choosing a tea |   |               |      |           |      |          |
| PLAYER<br>(to filled by<br>coordinator later)   | PINNIE<br>(include color<br>and number) | RANK<br>(1-N) | Hi   | Middle    | Lo   | COMMENTS |
|   |   |               |      |           |      |          |
|   |   |               |      |           |      |          |
|   |   |               |      |           |      |          |

A form will be provided to do the ranking. All that is required are the pinnie number and a rank. Comments are welcome and will be provided to select coaches, but are not used to compute tryout scores.

**Closing**

The captain gathers all the players to thank them for working hard during the session, and acknowledge the effort they displayed. The players are instructed to return their pinnies. The captain makes sure that all scores are collected.