

LYSC Travel Evaluation Plans

2024

Evaluator Summary

	G34	B3rd		B4th	G34		B3rd	B4th
Mon			Tue			Wed		
10-June	1st	2nd	11-June	1st	2nd	12-June	1st	2nd
Brendan McGuire	ch	x	Brendan McGuire	x	ch	Justin Bronder		x
Jeff Harpham	x		Holly Criscione	x	x	Tashi Sakota		x
Jim Forsberg	x	x	Tiago Garrido	x	x	Ben Pierce	x	x
Greg Getchell	x	x	Edward Millian	x	ch	Kyle Maxfield		x
Holly Criscione	x	ch	Justin Bronder	x	x	Arav Arora	x	x
Tiago Garrido	x		Ben Castellot	x	x	Pat Shorten	x	x
Edward Millian		x	Tashi Sakota	x	x	Jeff Raltz	x	x
Justin Bronder	x		Arav Arora	x	x	Jillian Anderson	ch	ch
Ben Pierce	ch	x	Ming Zheng	x		Glen Carnahan	x	
Kyle Maxfield	x	ch	Andrew Halloran	ch	x			
Arav Arora	x	x	Pat Shorten	x	x			
Ming Zheng		x	Jeff Raltz	x	x			
Andrew Halloran	x	x	Jillian Anderson	ch	ch			
Maria McDonough	x	x	Glen Carnahan		x			
Pat Shorten	x	x						
Jillian Anderson	ch	ch						
Glen Carnahan	x	x						
# of Evaluators	12	11		11	10		5	7
Estimated attendees	38	45		38	38		45	38
Player to Evaluator Ratio	3.2	4.1		3.5	3.8		9.0	5.4

- Arrive 20 minutes early before eval to help set-up and review format.
- Will assign evaluator pairings at day of evaluation
- Coaches who cannot evaluate their own age group but there to watch, we'll ask if you can help with check-in and check-out

Key	
Check-in/out	ch
Evaluator	x
Questionable	?
Not eval	

GR 34

GR 34 Format

Grade 4 looks
great for 5/22

	Girls	Boys
Estimated attendees	38	80
Estimated Evaluators	6	12
Ratio	6.3	6.7
Layout		
# of Small sided fields	4.8	10
Evaluators per field	1.3	1.2

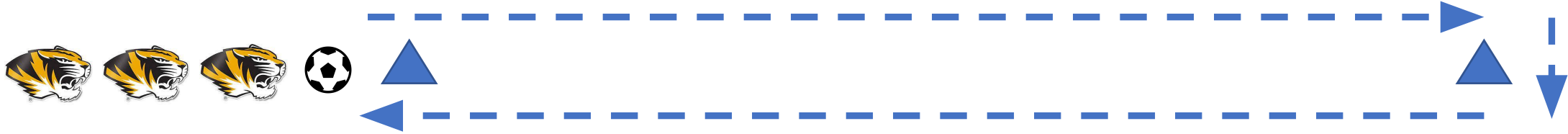
Total time: 75 min

<u>Time (min)</u>	<u>Activity</u>	<u>Note</u>
0	Check-in	
25	Technical skill evaluation	Create 6-8 groups randomly
5	Break	
45	Small Sided Games (4v4)	Coaches quickly sort high to low 8-10 minute games and move players to corresponding fields (roughly 6-8 fields)
0	Wrap-Up/Checkout	Final evals

Likely will break up 3rd and 4th
boys given the size we
expect. Evaluating 80 kids in
an hour doesn't seem
economically feasible

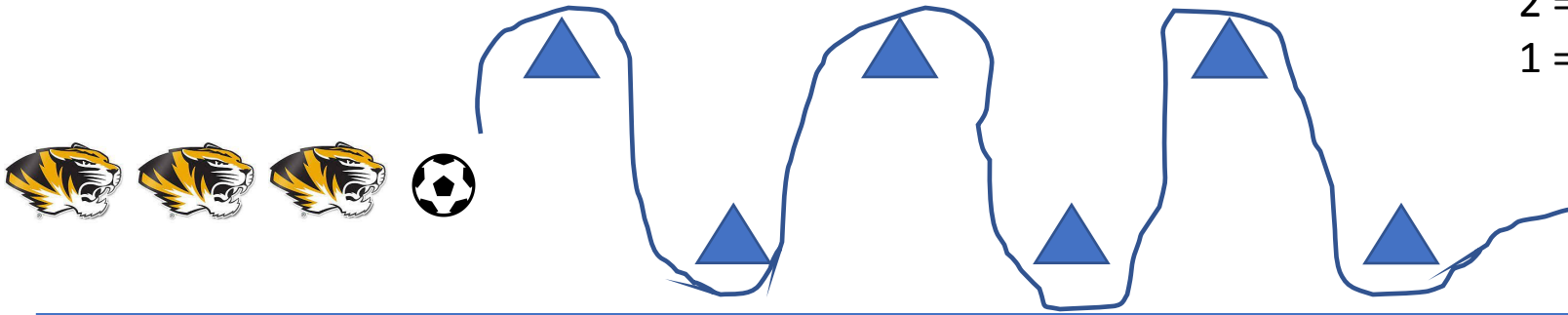
First Drill – 20 yard dribble and back, as fast as possible.
2x per player. 5 minutes max for this drill. Have 2-3 lines going at the same time

4 = good speed, close control, good turn.
3 = slower, heavier touch but pretty good
2 = kick and run and/or bad turn
1 = poor execution all around



Second Drill – 6 cones dribble as fast as possible.
2x per player. 5 minutes max for this drill. 2-3 lines

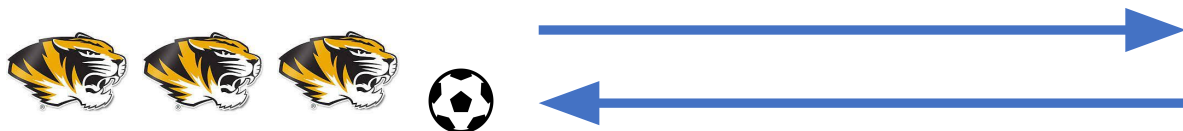
4 = good speed, close control, good turns.
3 = slower, heavier touch but pretty good
2 = misses many cones. Worst than average
1 = poor execution all around



After the first try run back to the end of the line for 2nd try. Get 4 lines going at the same time to speed things up.

Third Drill – Pass to coach 10yds away. Coach passes back and player receives. 4 passes per player, in a row. Coach passes 2 on the ground and 2 bouncing. 1x per player. 5 minutes max

4 = good speed and accuracy on pass. Receives well and under control
3 = pass accuracy or speed ok but not great. First touch heavy when receiving the ball
2 = most passes are inaccurate. Receiving is iffy
1 = poor execution all around

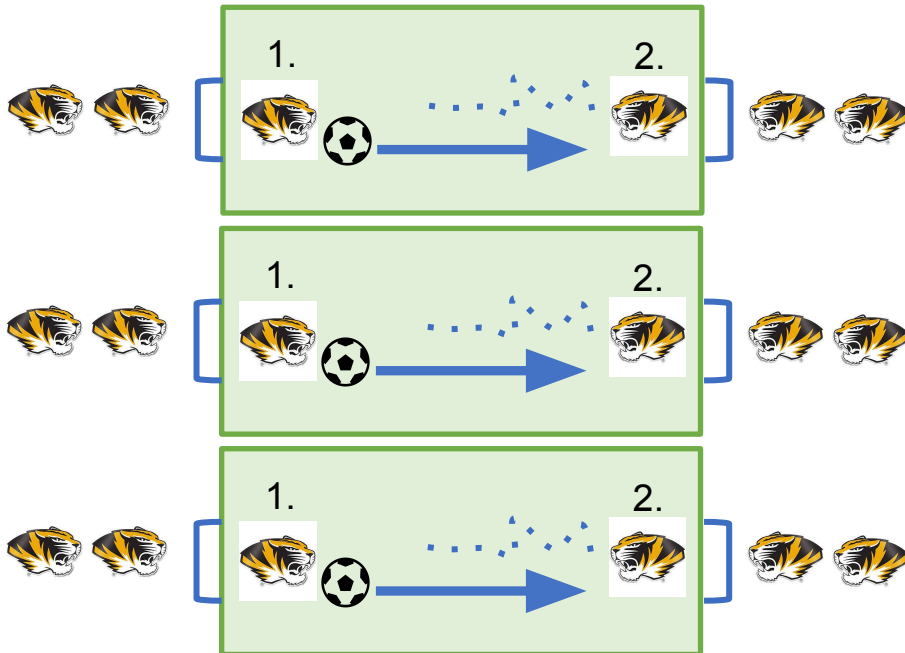


Technical/Tactical in Action

May need to modify if running short on time

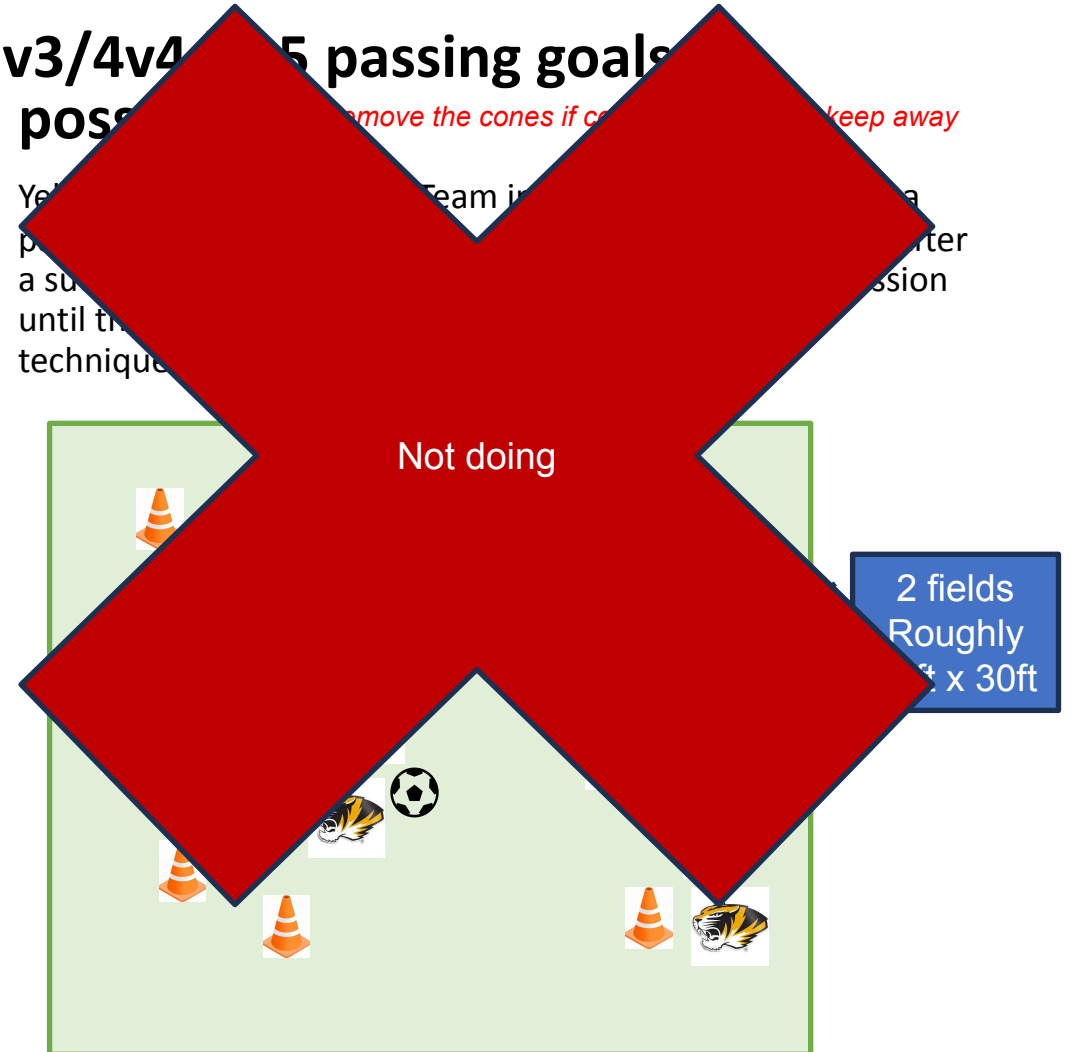
1v1s to small goals

- 3 to 4 fields. Defending player (1) passes to attacker (2) and 1v1 begins. Play continues until out of bounds or any player scores. Looking for defending technique (balance, patience, direction) and attacking skill (technical skill in action)



3v3/4v4/5 passing goals

- Yes. Team in possession must pass the ball to a teammate within 5 seconds. If a player is out of position, they must move the cones if they are not in the center of the field. If a player is out of position, they must move the cones if they are not in the center of the field.



GR34 Technical Skill Evaluation Steps

1. Record the pinnie numbers for each player in your group
2. Run through **1st Drill** 2x each per player (record score for Drill 1 in the eval sheet)
3. Move to **2nd Drill** 2x each per player (record Score for Drill 2 in eval sheet)
4. Move to **3rd Drill** 1x each per player (record score for both passing and receiving)
5. 1v1 assessment (Attacking/Defending)

- **What to look for**

- 1. Dribbling** – close control, good speed, and head up
- 2. Passing** – good firm pass, accuracy, and technique using inside of foot
- 3. Receiving** – quick ball control, comfort in settling the ball.

[illegible]

Key: Score based on Scale of 1 to 4
 4 = Highest Score (executes skills at highest level and consistently)
 1= Lowest Score (executes skills at low level and inconsistently or unable)

Small Sided Game Eval

1. Record the pinnie numbers for each player on your field
2. During run of play make any notes and look to identify top, middle and bottom performers (meaning skill of play)
3. After 10 minutes stop play and identify what players move to what field and make a note.
4. Repeat steps 1-3 for the subsequent rounds.
 - **What to look for**
 - **Technical** – ball skills and ball mastery (dribbling, passing, receiving, etc)
 - **Tactical** – decision making when they have the ball and off the ball. (e.g. - knowing when to pass and when to dribble or finding passing lanes to receive a pass)
 - **Effort** – how much they hustle and never give up
 - **Attitude** – coachability, positive behavior, sportsmanship, good teammate

	1.	2.	3.					
Round 1 #s	Top	Middle	Bottom	Comments			Up	Down
Round 2 #s	Top	Middle	Bottom	Comments			Up	Down
Round 3 #s	Top	Middle	Bottom	Comments			Up	Down