

Suggested Team Grading Process

by Tim Thorne

GHFA Suggested Grading Process

Pre-Trial Setup

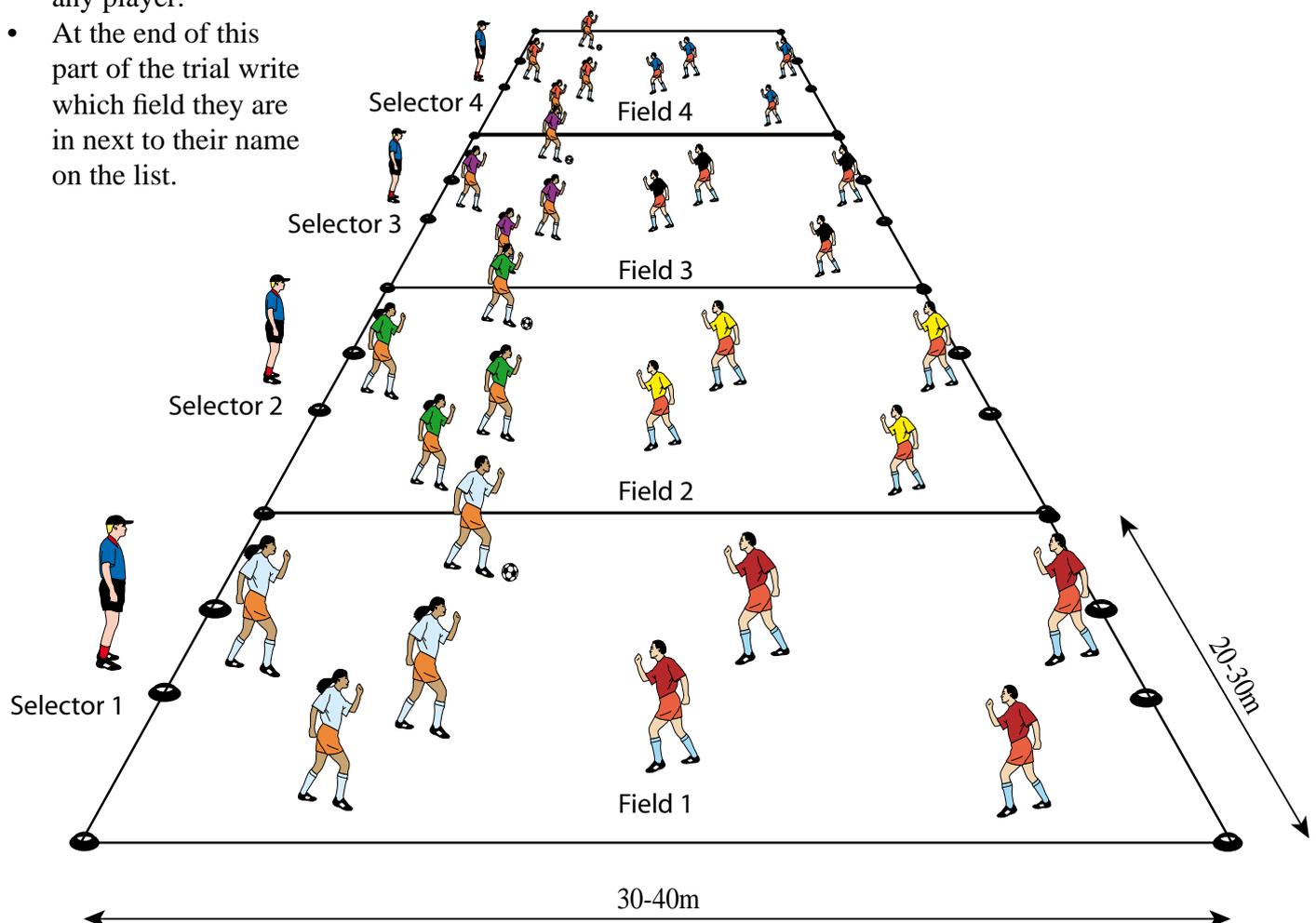
- Pre-set all trial areas, balls and bibs.
- Number players on their hands and place information on the player list.
- Warm players up with on the ball skills using appropriate methods.

Trial Steps

1. 4v4 King of the Hill Trial (60 minutes)
2. 8v8 King of the Hill Trials (30-60 minutes)
3. 11v11 Trials (60-90 minutes) (You can skip this step if you only have time for one 90-120 minute trial)
4. Decision Making for who is in which team
5. Decide each player's primary position (optional)
6. Decide each player's secondary position (optional)

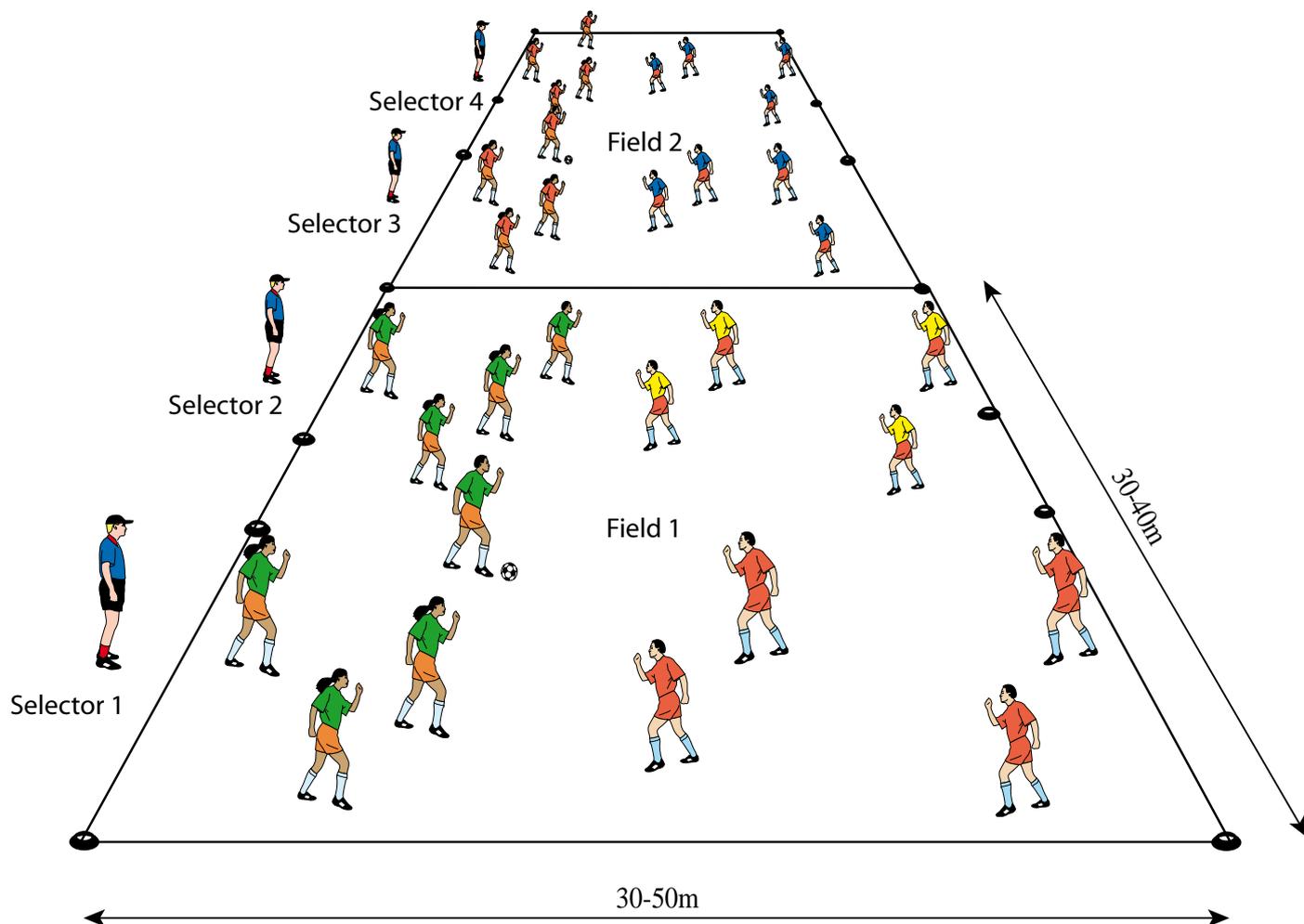
Step 1 - 4v4 King of the Hill

- Divide players up into 4v4 teams and put them into grids (random order). It is better to have 2 sets of different coloured bibs per area.
- Play 8 minute games with the selectors putting players up (towards field1) and down depending on how comfortable they look in their area. If they look too comfortable, put them up; just comfortable, leave them where they are; not comfortable, put them down. This works best when it is done quickly. Remember if you send someone down and they should not have been the other selector will see this and send them up. When they move fields they leave their bib with that selector and get a new bib from the selector in the field to where they are going. Remember it does not matter if the teams are perfectly even as you are selecting players and not teams.
- At the end of each 8 minutes players have a 2 minute drink break, then resume where they left off. During the break selectors rotate to a different field so as to not allow any bias (or perceived bias) towards any player.
- At the end of this part of the trial write which field they are in next to their name on the list.



Step 2 - 8v8 King of the Hill

- Combine 2 of the 4v4 fields to make an 8 v 8 fields and rebib the players so they are the same colour for each team of 8 (it does not need to be exactly 8 and teams do not need to be perfectly even)
- Repeat the same process as in step 1 to filter the players. Giving breaks every 8-12 minutes.
- At the end of this part of the trial write the field that the players were in at the end.

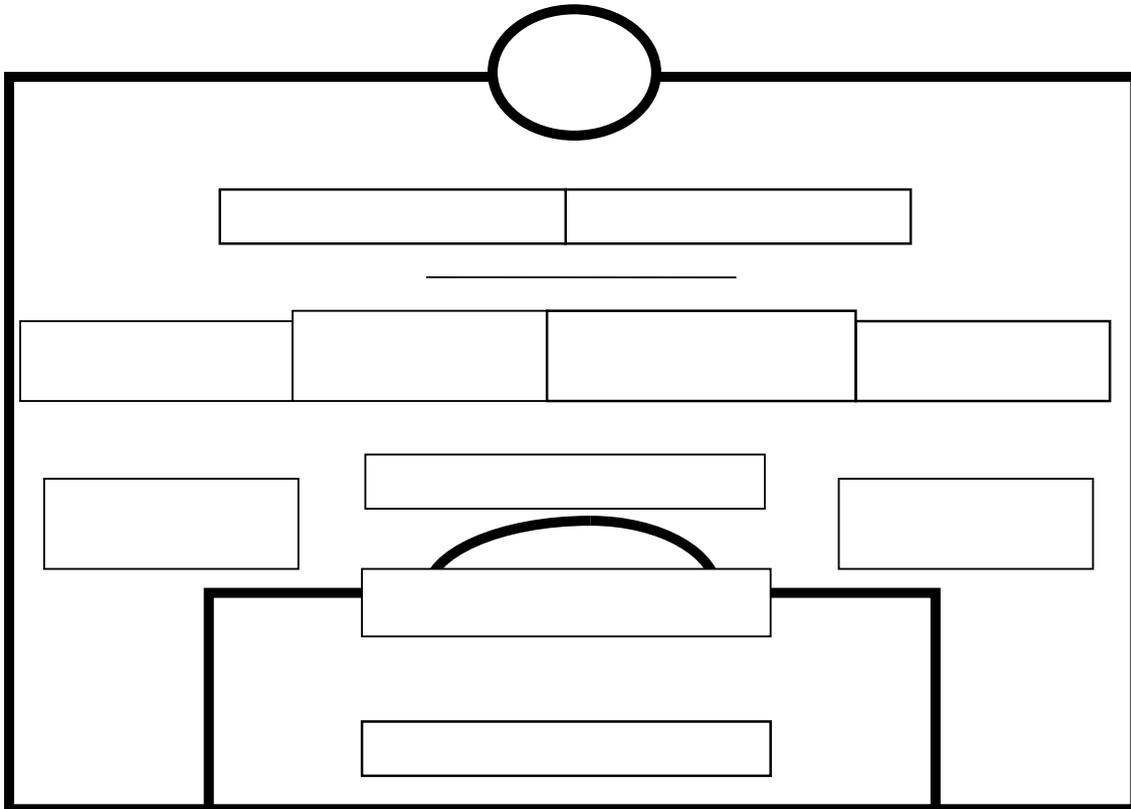


Step 3 - 11v11 Trials

- If you do not have time for this part of the trial go straight step 4.
- Bib the players preferably with numbered bibs.
- If you have one field and 40 players you can make 3 teams and play each team twice against the other teams for 10 minutes, making sure players do not miss more than half a game (5 minutes).
- If you have 25 players you can make 2 teams and then simply substitute players.
- If you have 2 fields and have enough players to make 4 teams play 10 minute round robin games but make sure all players play on both fields so all selectors see all players.
- It is imperative that selectors are standing alone to select as they cannot concentrate if they are talking to others.
- Make sure players get at least 5 minutes in their favourite position.
- The head selector should be using the information from step 1 and 2 and the new information from the selectors to pick their team and put it on the team sheet provided. If you need to make 3 teams you should have 3 team sheets.
- You do not have to put them in positions if you do not have time.

Team Selections Sheet

Team: _____



RESERVES:

Step 4

Put your team selections in your player list (overleaf) and check that the 4v4, 8v8 and final selections make sense so if a player or their parents ask you can answer them with confidence.

Step 5 and 6

If you have time you note the players primary and secondary positions to help the coach. Remember no junior player should be stuck in one position for the entire (or most) of the season. If you did not do the 11v11 trials you probably won't be able to do this step.

Post-Trial

Thank the players for their time and make sure they understand how the teams will be announced.

Note

Goalkeeper trials can be held whilst Step 3 is taking place.

