

NORTH HUNTERDON SOCCER RUBRIC		Technical				Tactical		Physical			Psychological			Calculated values			Competitive Comparison (top 1/3, middle 1/3, bottom 1/3)	Comments
SKILLS	Players will be rated from 1 (lowest) to 5 (highest) in the game components noted below. Strongest players receive a rating of 5, weakest players receive a rating of 1.	Name	Receiving	Ball striking	Dribbling for Penetration or Possession	Speed of Play	Game Sense. Plays with Purpose	Speed / Agility	Work Rate / Endurance	Tenacity / 1st to ball / Aggressiveness	Learning/ Motivation / or Progress Trajectory	Attitude/Effort/Coachable	Original Total	Total	Rank			
<i>Receiving</i>	Ability to receive a ball with proper technique (e.g. directional first touch, proper weight, receive ball with back foot, hips open, eyes up). Sets up quick rate of play with dribbling or passing.												0	0	#N/A			
<i>Ball striking</i>	Ability to strike a ball with proper weight and accuracy, either passing or shooting. Has ability to strike a ball with power using proper technique. Connects short and long passes effectively.												0	0	#N/A			
<i>Dribbling for Penetration or Possession</i>	Ability to maintain control of the ball with both feet, with speed, while changing direction. Adept at taking players on with the dribble. Uses short touches and long touches appropriately.												0	0	#N/A			
<i>Speed of Play</i>	Ability to make quick decisions under pressure. Player makes decisions at the appropriate pace, playing quickly when under pressure or to take advantage of tactical opportunity.												0	0	#N/A			
<i>Game Sense. Plays with Purpose</i>	When on the ball, player understands when to dribble vs when to combine with a teammate. Player is comfortable on the ball and makes good decisions. Refrains from just kicking the ball with no purpose. When the team has possession but the player does not, the players moves to proper space to receive the ball.												0	0	#N/A			
<i>Speed/Agility</i>	Player has strong starting speed and can overtake an opponent in possession or out of possession. Player has good balance and coordination. Ability to quickly move from side to side.												0	0	#N/A			
<i>Work Rate / Endurance</i>	The extent to which a player contributes to running and chasing in a match while not in possession of the ball. Work rate is generally indicated by the distance covered by a player during a match. Player works back on defense to chase down attacker. Never gives up on a play.												0	0	#N/A			
<i>Tenacity / 1st to ball/ Aggressiveness</i>	Player competes aggressively for 50/50 balls. Player is tenacious in pursuit of the ball and is strong in a tackle. Effective in winning balls in the air and on the ground.												0	0	#N/A			
<i>Learning/ Motivation/ or Progress Trajectory</i>	Player has good training habits and is on an upward trajectory. Player continues to improve. Player takes coaching and tries to apply new ideas in a game situation.												0	0	#N/A			
<i>Attitude/Effort/Coachable</i>	Player has good attitude towards coaches, teammates, practices, training, and in games towards opponents. Always gives a strong effort in drills and playing. Listens to coaches and tries to implement the coaches' teaching in their training.												0	0	#N/A			
	A calculated value - the sum of all ratings												0	0	#N/A			
	A calculated value - an ordinal rank based on totals												0	0	#N/A			