# **EVALUATION PROCESS**

#### AD In-Season Eval NO. 1

teams in their quadrant U9-17



MAY/JUNE 2024

JULY/SEPT 2024

AD In-Season Eval NO.2

Academy Director will complete all teams in their quadrant U9-17

#### Team Coach - Eval

Team coaches will complete their in-season evaluations for all players on their team. All Teams



**SEPT** 2024

**SEPT** 2024



## AD & TC Meeting

Academy Directors and Team Coaches will meet to discuss & compare evaluations. These will then be recorded

## **New Player Evaluations**

All new players to the club will be evaluated at our New Player information and orientation session ready for pre season rosters



**SEPT** 2024

**SEPT** 2024



## Pre - Season Rosters

Pre - season rosters will be created by the technical staff

## **Coaches Roster Meeting**

Once pre-season rosters have been drafted, technical staff and team coaches will meet to discuss the roster in their age groups.



SEPT 2024

OCT 2024



## **Pre- Season Training**

Pre-season age group training and games will take place to see if players are placed correctly in their pre-season teams

## **CMSA Rosters**

This is where we send off our rosters to CMSA and begin the outdoor season. Players can still be moved after this date.



OCT 2024

JAN 2025



# Rosters Confirmed

The transfer deadline for CMSA clubs is where all player placement must be finalised.

## PLEASE REMEMBER - WE STRIVE FOR PERFECTION, BUT ASK FOR TOLERANCE.

## 4 CORNER DEVELOPMENT MODEL U8-U11

MIND - Meet new friends and coaches and relish new challenges every week in a positive environment.



BODY - Movements & Physical literacy, Learning new movements and exploring different patterns through fun



and engaging challenges and games. BALL - Learn to manipulate and master the ball.

GAME – Learn to LOVE the game.



MIND - The relentless desire to improve and be the best on and off the pitch.

4 CORNER DEVELOPMENT MODEL U12-U20



BODY - To possess high levels of effective physical





GAME - To be able to make excellent decisions in the chaos of the game.