



Kentucky Youth Soccer Association  
Coach Education Lesson Plan



SMALL SIDED GAME ASSESSMENT

Easy ways to evaluate players during a try-out is by putting them into small sided games and assess their abilities in a realistic soccer environment. A street soccer tournament can also relieve the stress and help players feel more relaxed in what can be a stressful environment.

Possible Set-up Logistics for Street Soccer

- 4-8 minute matches, depending upon the total number of players
- 3/4 matches in an hour ... give sufficient time between matches for water and to get to the next field for the next match
- 4v4 without goalkeepers, or 5v5 with goalkeepers
- Have fields set up to save on time
- Have training bibs at each field
- The players determine the rules (how the goals are scored, throw-ins or kick-ins.)
- The players make the substitutions (if required)
- The players solve disputes (fouls, etc.)
- The coach keeps time

See set up below





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Each player is assigned a number upon arrival to the try-outs which they keep for the duration of the event. When checking players in it is important that the assigner makes a not of these numbers and only provides the evaluator with the numbers and not the names whom they have been assigned to.

The coach/evaluator will then announce teams of four players by calling out numbers prior to each small-sided game.

The chart below is an example of how the games and players can be assigned

Game	Field 1	Field 2	Field 3	Field 4
Game 1	Players 1,2,3,4 Versus Players 5,6,7,8	Players 9, 10, 11, 12 Versus Players 13, 14, 15, 16	Players 17, 18, 19, 20 Versus Players 21, 22, 23, 24	Players 25, 26, 27, 28 Versus Players 29, 30, 31, 32
Game 2	Players 1, 9, 17, 25 Versus Players 2, 10, 18, 26	Players 3, 11, 19, 27 Versus Players 4, 12, 20, 28	Players 5, 13, 21, 29 Versus Players 6, 14, 22, 30	Players 7, 15, 23, 31 Versus Players 8, 16, 24, 32
Game 3	Players 10, 14, 18, 22 Versus Players 11, 15, 19, 23	Players 9, 13, 17, 21 Versus Players 12, 16, 20, 24	Players 2, 6, 26, 30 Versus Players 3, 7, 27, 31	Players 1, 5, 25, 29 Versus Players 4, 8, 28, 32
Game 4	Players 4, 16, 20, 32 Versus Players 8, 12, 24, 28	Players 3, 15, 19, 31 Versus Players 7, 11, 23, 27	Players 2, 14, 18, 30 Versus Players 6, 10, 22, 26	Players 1, 13, 17, 29 Versus Players 5, 9, 21, 25

There are many different formats that can be used but the purpose is to try and get the players playing with and against different combinations throughout the event.

Although the players work as a team they keep their scores as an individual. Following each game the organizer/evaluator requests and records each individual player's score based on the following point system.

Points System	
Win	3 pts
Draw/Tie	1 pt
Loss	0 pts
Each Goal per team	1 pt a goal
Assist per individual	1 pt an assist
Shut-Out	2 pts

Following all 4 matches points can be calculated and players can be evaluated by the scores provided with in the games. Coaches can then make selections depending on these results but also have some evidence to back up the decisions made.

The advantage by using this system is players are continuously being rotated and the excuse of friends and clicks can not be used