



Grading Procedure – Junior

Pre-Season Junior Player Grading Procedure

Grading – Ages 8 to 18 years

The purpose of the skill testing is to provide a framework for accessing the player's ability during the grading process.

The 4 core skill sets to be tested are in line with Skills Acquisition Phase (ages 9 to 13). This Phase is 1 of the 4 main building blocks of the National Curriculum set by the FFA. See the Web site, Coaches Corner, for more information.

Skill Set's to be tested (5min each)

Each player should have at least 2-3 good turns at each skill.

1. Running with the Ball – Have the player dribble the ball, at pace, out and back around 4 cones; look for control and if the player uses both feet.
2. Striking the ball – in pairs
 - I. Set distances of 5m, 10m and 20m
 - II. Rate (1 to 5) how well they receive the ball with their left and right feet.
 - III. Have the player pass the ball with their left & right feet, rate (1 to 5) accuracy and technique.
 - IV. 1 touch passing for U12 and up
3. First Touch – to be graded during Striking the ball testing
4. 1v1's – can be tested in 1v1 games or noted in the Game play

Game Play (15mins each round)

Things to do and take note of during Game Play

1. Remove any dominant players during the game to allow other players to have a fair go.
2. Passing – Does the player pass accurately and take the best option.
3. Marking – Does the player demonstrate an understanding of marking when defending?
4. Talks to team mates – Does the player talk to his team mates during the game? e.g. Man-on, time, etc.
5. Positional Play – Does the player maintain some sort of position?
6. Playmaker – Does the player control the direction of play?
7. Tackling ability – How well does the player tackle; look for Preparation, Balance and Timing?



Use 1v1 or 2v2 possession if a final decision cannot be made between two or more players.

Once completed the 1st round, the grading committee is to assess the group.

Depending on numbers select the top and bottom 5 (this should be easy)

Put them into a mixed game so you can concentrate on the middle group in round 2.

Coaches Input – (round 2 of Game play)

Invite any former Coaches and or prospective Coaches of the team for their input and help during the grading procedure.

Team selection

This is mainly based on the Game Play.

Skill testing scores will be referred to if selections become difficult

Team announcement

Announcing teams can be a very stressful time for Players, Parents and the Grading Committee. Sometimes the Grading committee will have problems placing a select few players into the correct team. So rather than be rushed into a decision on the grading night, some players will be placed into the lower team so they can be watched in their first trial game before a final decision is made. Parents of these players will be notified when teams are first announced on the grading night.

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