



RATING GUIDELINES

- 5** - High impact player; can carry a team; excellent individual and team skills; leader.
- 4** - Strong player; good individual and team skills; very good at multiple positions or excellent at one position (e.g. goalkeeper); would make any team better.
- 3** - Average player; have basic skills and understanding of the game; generally do not impact game (positively or negatively.)
- 2** - Below average player; do not have basic skills or game sense.
- 1** - Players who have never played before; have little skill or understanding of the game; or players that are disruptive to a team.

Can give 0.5 increments for rating differentiation.

BALANCING GUIDELINES

- By the end of fall season, each Coach in 8U and above rates all of their players and submits those ratings to their Division Coordinator. (All player ratings remain confidential among the Division Coordinator and Coaches.)
- At the end of the fall season the respective Division Coordinator holds a Coach meeting in each age/gender division. At that meeting player ratings are all compared and 'harmonized'. This avoids 'sandbagging' or instances of personal bias.
- The resulting ratings are used to balance teams for the following fall season (and for spring season if there is a competitive spring program.)
- Without available player history information, new players are given a 3 (average) rating.
- Players rated 4 and above are positive game changers. Players rated below 3 are negative game changers. Players rated in the 3's impact games less than those above 4 and below 3.
- Balancing includes:
 - Evenly dispersing 5+, 4+ and 2- players among the teams.
 - In 10U and 12U, balancing ages, so two-year teams are evenly 'elders' and 'youngers'.
 - Dispersing badged referees evenly among the teams.

