



Junior Grading & Team Allocation Policy

We are a community club where players of all abilities can enjoy their sport, test themselves, develop their skills and build friendships. Playing a team sport teaches children lessons that they can use right through life, such as persistence, team play, friendship and fair play. Woonona Football Club aims to give all players a fair go and the opportunity to play to the best of their ability and enjoy their football.

As your child develops their football skills the issue of grading according to abilities becomes more important to ensure that they can continue to enjoy playing at and with players of a similar ability.

Each year we get a lot of questions about grading. We hope this answers some of those questions so, as parents, you can understand the process and guide your children through it.

Why do we do grading?

It is in the best interests of all players that they are given the chance to enjoy their sport with and against children of similar ability. This allows them to fully participate in games, build confidence, build skills, and develop the values vital in any team sport.

Grading is not unique to Woonona Football Club, most Clubs within the Football South Coast Association (FSC) start to grade at U10. FSC then requires that clubs nominate if a team is at the advanced, beginner, or intermediate level or, for older teams, which division is appropriate. This means that children are playing both within and against teams of a similar ability and so maximises the chance of an enjoyable season.

How does it work

All players wishing to play in the advanced team start with the same “points” and must take part in the grading.

In the event of too many registrations, the following selection process occurs in repeating order

1. Players wishing to play in their minimum age group get preference over any player requesting to play in an older age group. The player/s that requested to

play in an older age group will play in the age group below. Should there be no vacancies, they stay in the requested age group.

2. A grading will take place and a team will be selected
3. If possible players will be offered spots in age groups above

Example; for U12-U18, we register between 12 and 16 players per team. If, when registration closes, we have 34 players registered - too many for two teams but not enough for 3 teams.

2 players will need to play in another age group (32 players = 2 teams)

The first ones to be moved are those eligible to play in an age group below, if there is an uneven amount ie 3 under-age players, the returning players in order of registration date get preference. Followed by new players in order of registration date.

If there are no underage players it works in order of registration date.

Woonona Football Club will do our best to ensure every player gets to play. In the unfortunate and rare event Woonona Football Club cannot provide a team we will work with the player and other local clubs to accommodate.

Who does the grading?

We have a team of volunteer graders who give up multiple afternoons during grading weeks to make sure all players are in the team that best fits their ability. These volunteers are experienced coaches and have recognised coaching qualifications through Football South Coast.

What happens at a grading session?

Players need to be ready to go with football boots and shin pads on at the start of their nominated grading session. Parents are welcome to stay at Ocean Park but are not allowed in the grading area or give instructions during the grading.

Players are split into groups and take part in a number of drills. The coaches will be looking at the four key competencies of football.

Striking the ball, First touch, Running with the ball, one v one.

Players will then take part in a small game to allow them to be assessed on their game skills.

Players are scored across all aspects of the session. Multiple graders take part in each aspect of the session, so no overall score for that drill/game/session is ever due to one grader's score.

What happens then?

Grading of all the teams usually takes place within 1-2 weeks, depending on how many ages need grading. Once all the grading is completed the scores for each age are reviewed and players are put in teams of similar ability players.

Our Club volunteers often have to make difficult decisions around grading. The hardest are those that involve deciding between several players of near equal ability or when we know that some will be separated from their friends. But in order to be fair to all players we cannot make exceptions based on friendships.

Remember that children make friends quickly and playing football with new people means they extend their circle of friends. They still see their old friends but also add new ones.

What input do previous coaches have?

We speak to previous coaches as part of the process, especially when two or three players compete for the one or two remaining spots in a team following grading.

When and how will we be notified of results?

A few days after the final grading session for the Club you will receive an email which will tell you which team your child has been placed in. This is also when we ask parents to consider being the Coach or Manager for the team.

Do my kids have to come to grading?

Grading is optional. Only those players wishing to play in the advanced teams must attend. Non-grading players will be put in a team at Woonona Football Clubs' discretion.

What happens if my child is sick or can't attend their nominated grading day?

We strongly encourage parents to stick to the nominated grading day for their child's age group. However, we understand that kids get sick or other events prevent a child from attending. If this happens contact the Club immediately, BEFORE your nominated grading session, and we will make alternative arrangements such as allowing them to attend another grading session.

How can parents help in the grading process?

- Contact the Club to let them know your child wishes to be graded and is registered with the Woonona Football Club
- Make sure your child is at their session on time and ready to go.
- Be positive about the process. It is just another afternoon at Ocean Park doing some football drills and playing a game - a bit like training.
- Not all players will end up in the team that they hoped for. To help your child deal with any disappointment, focus on the positive aspects around making new friends and enjoying a new football season. Usually the children actually move on from any disappointment very quickly.

What if I disagree with the team my child has been placed in?

As you can see the grading process is fair and rigorous, conducted by multiple experienced coaches who give every child the opportunity to be graded in the team that matches their ability. We retain each player's score sheet for a period of time after grading is completed and can provide you with suggested areas that they could work on during the season.

APPENDIX 1: Grading Session format (Example Only)

The format for the grading day(s) is generally as follows:

Time	Event	Who	Remarks
30 mins before start of grading	Set up for grading	Volunteer Graders	Activities to be agreed upon before grading day
10 mins before start of grading	Roll Call	Volunteer Graders	Each player given an allotted number (team shirts worn)
Grading Time	Divide players into age groups	Volunteer Graders	Small enough groups to allow adequate attention
Next 40 mins	Skills & Drills as per the set evaluation sheet	Volunteer Graders	Same person/s scores the selected skill for all players
Next 30 mins	Several small games	Volunteer Graders	Rotate players
Last 20 mins	Shooting & Goal Keeping	Volunteer Graders	Evaluating both in the one activity
Post Grading	Collate all players evaluation reports	Volunteer Graders	All reports to be retained for at least 3 months.

The timings above are considered to be a guide and Woonona Football Club may adjust the format to suit the number of players attending grading days.

APPENDIX 2 – Player Evaluation Sheet (Example Only)

2018 WJFC - Players Skills Evaluation Sheet 14

Points 1-2-3-4-5	1 - Well Below Average			3 - Average			5 - Well Above Average						
Name													
Bib #	1 - Green	2 - Green	3 - Green	4 - Green	5 - Green	6 - Green	7 - Green	8 - Green	9 - Green	10 - Green	11 - Green		
Station 1, individual skills (1v1 skills, speed, deception, and shot)													
1. 1v1,													
2. 2v2													
Overall Score													
Station 2, individual skills (poles, dribble + shot) add passive defender													
Left foot													
Right foot													
shot on goal													
Overall Score													
Station 3, 'ball retention' 3v1 4v2 (first touch, movement, pass, individual skill)													
Passing													
movement													
Possession													
Overall Score													
Station 4, 'ball retention' 3v3 added side players and 'keepers' (first touch, movement, pass, individual skill)													
Passing													
Team play													
Overall Score													
Station 5: Large Game													
Team play													
Positional play													
Overall Score													
Total Points													