

Grays Point Soccer Club, Grading Day 2026

1. Introduction

In 2026, Grays Point Soccer Club (GPSC) will implement an updated Grading Policy designed to create a clear, consistent, and transparent approach to player placement across all age groups.

This new structure introduces a series of skill-based grading sessions and game-style assessments to ensure every player is placed in a team best suited to their current stage of development.

The purpose of this policy is to ensure that grading is fair, objective, and comprehensive, considering each player's technical ability, game understanding, physical attributes, and overall contribution to the team.

Through a structured set of drills, small-sided games, and feedback from previous coaches, we aim to provide every player with the opportunity to demonstrate their skills in a supportive and well-organised environment.

By adopting this consistent grading process, the GPSC reinforces its commitment to:

- **Player development** – ensuring each child is challenged appropriately within their team.
- **Team balance** – forming sides that allow players to develop collectively and enjoy the game.
- **Transparency and fairness** – showing players, parents, and coaches that team selections are based on clear, observable criteria.

The following sections outline the grading day format, objectives, and evaluation criteria for each age group, ensuring that 2026 grading is consistent, well-organised, and development focused.

2. Pre-Grading Day

Registered players to be notified via email and social media channels of the date for grading for the 2026 session. This date has been set for Saturday 7 and Sunday 8 February 2026.

Separate email forwarded to Under 6 registered players welcoming them to the club and outlining how the under 6 teams are formed. Team requests can be permitted.

Grading Panel will be appointed by GPSC Club Coach and MiniRoos Coordinator as outline in the GPSC MiniRoos and Junior Grading Policy.

The Grading Panel will meet prior to the scheduled grading days to discuss:

- The number of registered players for each age group and determine the number of teams to be formed per age group.
- Review coach feedback form data to gain an understanding of strengths and weakness of returning players.
- Finalise sessions and timeline for each age group for grading day.

3. Grading Day

3.1 Under 6 – Introductory MiniRoos

- **Objective:** Encourage enjoyment, inclusion, and basic social & motor skills.
- **Process:** No formal grading. Teams are formed based on friendships and social links.
- **Structure:** Follows MiniRoos team format guidelines.

Practice Session:

- 15-minute introduction
 - Players can start friendly game.
- 2 x 10-minute skill-based games
- 1 x 15-minute games

Allocated Time:

- 60 minutes

Introduction	15 minutes
Skill-based game 1	10 minutes
Break	5 minutes
Skill-based game 2	10 minutes
Break	5 minutes
Game	15 minutes
Total Time	60 minutes

Team Formation:

- Parents / guardians can arrange themselves into teams.
 - Pre-nominated teams may require additional players to be added.
- Assistance provided from grading committee for new families to GPSC community.
- Parents / guardians to nominate team coach and manager.

Set Up:

- Equipment for games.
- Mini Roo field (s) and goals.

3.2 Under 7, 8 & 9 – Development MiniRoos

- **Objective:** Place players in teams of similar ability to support appropriate development and progression.
- **Focus:** Fundamental skills and understanding of the game.
- **Grading:**
 - One structured session including basic skills and small-sided games.

**Goalkeeper – In Under 8 & 9's goalkeeper is a development position.*

All players required to fill a dual goalkeeper / field player position and are subject to the same grading assessment.

Grading session:

- 10-minute warm up game
- 2 x 10-minute skill-based games / drills
 - 1 x dribbling
 - 1 x attacking / defending
- 2 x 10-minute games

Allocated Time:

- 60 minutes per age group

Warm up game	10 minutes
Break	2 minutes
Skill-based drill 1	10 minutes
Break	2 minutes
Skill-based drill 2	10 minutes
Break	2 minutes
Game	10 minutes
Break	4 minutes
Game	10 minutes
Total Time	60 minutes

Team Formation:

- Parents / guardians and players notified of team placement via email after grading day.
- Parents / guardians to put forward an expression of interest for coach and manager positions.

Set up:

- Equipment for drills
- Mini Roo field (s) and goals

2.3 Under 10 & Under 11 – Skill Development Phase

- **Objective:** Place players in teams of similar ability to support appropriate development and progression.
- **Focus:** Technical skills, teamwork and match awareness.
- **Grading:**
 - Up to two structured session including basic skills and small-sided games.

**Goalkeeper – Goalkeeper positions considered.*

Players intending to fill a dual goalkeeper / field player position are subject to the same grading assessment as field players.

Grading session:

- 1 x 10-minute warm up leading into sprints
- 3 x 10-minute skill-based games / drills
 - 1 x dribbling
 - 1 x attacking / defending
 - 1 x shooting
- 2 x 10-minute games

Allocated Time:

- 70 minutes per age group

Warm up	10 minutes
Break	2 minutes
Skill-based drill 1	10 minutes
Break	2 minutes
Skill-based drill 2	10 minutes
Break	2 minutes
Skills-base drill 3	10 minutes
Break	2 minutes
Game	10 minutes
Break	4 minutes
Game	10 minutes
Total Time	70 minutes

Team Formation:

- Parents / guardians and players notified of team placement via email.

- Parents / guardians to put forward an expression of interest for coach and manager positions.

Set up:

- Equipment for drills
- Mini Roo field (s) and goals

3.4 Under 12 & Above – Competition Age Groups

- **Objective:** Place players in competitive teams that foster development and success within SSFA competitions.
- **Focus:** Technical ability, tactical awareness, fitness, and teamwork.
- **Grading:**
 - Up to two structured sessions including warm-up, technical/tactical drills and positional gameplay.
 - Players assessed on:
 - **Technical:** Ball control, passing, dribbling, shooting
 - **Tactical:** Game sense, positioning, decision-making
 - **Physical:** Speed, endurance, agility
 - **Team Contribution:** Communication, resilience, effort

**Goalkeeper – Goalkeeper positions recommended.*

Players intending to fill a dual goalkeeper / field player position are subject to the same grading assessment as field players.

Grading session:

- 1 x 10-minute warm up leading into sprints
- 3 x 15-minute skill-based games / drills
 - 1 x dribbling
 - 1 x attacking / defending
 - 1 x shooting
- 1 x 20-minute game

Allocated Time:

- 90 minutes per age group

Warm up	10 minutes
Break	3 minutes
Skill-based drill 1	15 minutes
Break	3 minutes
Skill-based drill 2	15 minutes
Break	3 minutes
Skills-base drill 3	15 minutes

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Break	6 minutes
Game	20 minutes
Total Time	90 minutes

Team Formation:

- Parents / guardians and players notified of team placement via email.
- Parents / guardians to put forward an expression of interest for coach and manager positions.

Set up:

- Equipment for drills
- Full field with goals and flags

4. Grading Criteria

4.1 Ball Control

- Bringing a played ball under control instantly and smoothly
- Collecting and moving the ball in different directions without stopping
- Receiving the ball at top speed without slowing down the play
- Protecting the ball by shielding and
- Creating deception to lose an opponent

4.2 Passing

- Successfully able to complete:
 - Short range passes
 - Long range passes
 - Left footed passes
 - Right footed passes
- One touch passing
- Thought taken before passing

4.3 Dribbling

- Ball control while:
 - Changing speed
 - Changing direction
 - Under pressure
 - Using left and right foot

4.4 Finishing

- Correct technique for striking the ball

- Making well thought decisions

4.5 Insight

Tactical insight incorporates the anticipation, reading and execution of cues that occur during possession and non-possession during the game

4.5.1 Attack

- Player in possession
 - Good peripheral vision and ability to switch ball
 - Good penetration vision to see and utilise other players
 - Awareness of correct time to hold the ball and when to engage
 - Creates opportunities to finish
- Players not in possession
 - Make themselves available for the ball
 - Awareness of when to engage or stay in space

4.5.2 Defence

- Awareness of when to mark player tightly and when to cover space
- Awareness of when to engage to intercept passes
- Ability to tackle
- Ability to create attacking opportunities when ball is regained

4.6 Other attributes

- Speed
- Agility
- Strength
- Endurance
- Personality

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Date: _____						
Team: _____				Coach: _____		
Player: _____				Assist Coach: _____		
Poor = 1, Below Average = 2, Average = 3, Good = 4, Excellent = 5						
SKILL	RATE					COMMENTS
Technique						
Ball Control	1	2	3	4	5	
Passing Left Foot	1	2	3	4	5	
Passing Right Foot	1	2	3	4	5	
Dribbling Left Foot	1	2	3	4	5	
Dribbling Right Foot	1	2	3	4	5	
Heading From the Ground	1	2	3	4	5	
Heading While Jumping	1	2	3	4	5	
Finishing	1	2	3	4	5	
Insight						
In Attack	1	2	3	4	5	
In Defence	1	2	3	4	5	
Personality						
Drive	1	2	3	4	5	
Aggressiveness	1	2	3	4	5	
Determination	1	2	3	4	5	
Responsibility	1	2	3	4	5	
Leadership	1	2	3	4	5	
Self-Confidence	1	2	3	4	5	
Mental Toughness	1	2	3	4	5	
Coachable	1	2	3	4	5	
Speed						
Endurance	1	2	3	4	5	
Speed	1	2	3	4	5	
Agility	1	2	3	4	5	
Strength	1	2	3	4	5	
Additional Comments:						
Coach Signature: _____ Assistant Coach Signature: _____						