PLAYER COURT TIME OVERVIEW

PLAYER	ROUND																						
	G1	G2	G3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Player Profile

Player name			
Contact			
Birthday			
-			
Tutor Group			
Parent name			
Parent phone			
Email			
REFERRED POSITIONS STRENGTHS			
STR	ENGTHS	IMPROVEMENTS	
PLAYER PROG		IMPROVEMENTS	
		IMPROVEMENTS	
		IMPROVEMENTS	

PLAYER SKILL CHECKLIST

Players 11 years and over

NAME:		TEAM:
RATING - 1 – BELOW AVERAGE	2 – AVERAGE	3 – ABOVE AVERAGE
	Ratings	Comments
BALL SKILLS		
PASSING		
CATCHING		
PASSES TO SPACE AHEAD		
GENERAL SKILLS		
BALANCE		
PIVOTING		
VISION OF COURT PLAY		
AWARENESS OF SPACE		
TEAMWORK		
DEFENDING		
INTERCEPTION		
RECOVERY		
CIRCLE DEFENCE		
SHADOW DEFENCE		
ATTACKING		
DODGING		
TIMING		
POSITIONING		
FITNESS		
SPEED		
ENDURANCE		
ELEVATION		

RECOVERY		
TREGOVER (
CONCENTRATION		
PLAY UNDER PRESSURE		
ABILITY TO READ PLAY		
	COMMENTS	
MATCHPLAY:		
TRAINING, ATTITUDE & BEHAVIOUR		
COMMENTS		

PLAYER TRAINING ATTENDANCE

PLAYER	DA	TE												

SCORING & STATISTICS

OPPOSITION

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

	Q1	Q2	Q3	Q4
GS				
GA				
OPPO	SITION			
GS				
GA				

Skill Focus/Goal

1:

2:

3:

PLAYER	INTERCEPTS	TIPS	CPR	SCORE FROM TURNOVER	Skill Focus 1	Skill Focus 2	Skill Focus 3	

SCORE	
BEST PLAYER	

APPENDIX A

COACHING SESSION TEMPLATE

AGE:	OUTLINE OF SESSION:		SESSION	
EQUIPMENT.		SKILL DEVELOPMENT		
GROUP ORGANISATIO	N			
WALES DOOGDAAA WAAD	AA LID (40, 42 AAIAULTES)			
KNEE PROGRAM WAR	M-UP (10-12 MINUTES)			
SKILL WARM-UP				

SKILL DEVELOPMENT (CONTINUED)	MODIFIED GAME/MINOR GAME (10 MINUTES)
	CONCLUDING ACTIVITY (5 MINUTES)
EVALUATION	

Tem



Training Diary Team Details

It's good to have information about your team Team Name: Division: Coach: Manager: Captain/s Player List: 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.