WSC PLAYER/TEAM PERFORMANCE EVALUATION MATRIX

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PA | PC | DR | PL | T/I/B | AD/C | S | SOG | F | FW | DEG | SS |
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|  |  |  |  |  |  |  |  |  |  |  |  |

Player/Team:

GOALS FOR: GOALS AGAINST:

Total Passes:

INSTRUCTIONS: Make (1) tick mark for each attribute tracked. The fifth tick mark should cross the other (4). The first row is for the first half and the second row is for the second half. Note the sum of pass attempts and passes completed next to total passes.

DEFINITIONS:

Pass Attempts (PA): Passes played that do not reach their intended targets

Pass Completed (PC): Passes that reach their intended targets

Dribbles (DR): Each Defender that is dribbled passed by an attacker

Possession Lost (PL): When attacker loses the ball by being tackled

Tackles (T): When a defender wins the ball of an attacker

Interceptions (I): When a defender wins the ball from a pass by the other team

Blocks (B): When a defender prevents a shot from reaching goal by placing his/her body in the way

Aerial Duels (AD): Headers won by player either alone or battling with opposing player

Clearances (C): When the ball is played out of the box or dangerous area by a defender

Shots (S): When an attacker makes an attempt on goal

Shots on goal (SOG): when an attacker makes an attempt on goal that is either saved or hits the frame of the goal

Fouls (F): Fouls committed by defender

Fouls Won (FW): Fouls won by an attacker

Defensive Errors to Goals (DEG): Errors made by defenders in possession or defending that lead directly to a goal

Shots Saved (SS): Shots saved by defending goal keeper