

NPLV Trial Process for Season 2018

Oakleigh Cannons FC Juniors

It is mandatory to attend the first day as player cuts will occur at the end of day 1 moving into day 2. The final selection will occur at the end of day 3; each day is explained later in this document.

Our trials consist of "2" Parts:-

Part A: The Football Specifics

Based on the Skill Acquisition Program and Game Training Principles/Positional Attributes

Part B: Our Club

"Our Club Values", "Our Education System" & "Our Safety Program.

Our club Culture, Policies, Procedures and Development Philosophy are explained.

Signoff must be completed by all "Parents/Players".

Signoff is basically an understanding/agreement between "Club, Parents & Players" that all parties have acknowledged, understood and will abide by our club rules.

Advertisement of the Oakleigh Cannons FC Trials will be displayed well in advance on the clubs website.

Players can register their expression of interests by going to the junior website www.ocjfc.com and clicking on the registration button to send us the player's details.

Players will receive an acknowledgment receipt and will be placed on a list by admin to tick off upon arrival on the first day of the trials.

The “3” day trial process explained

Day 1:

On day 1 the players are mixed.

Players check their details with our Admin Dept; Names are ticked off; Admin will give out an “ID number” and a “Training Bib”; Training Bibs received may be a “Green 8” or a “Red 14”; if the number of players exceed 22 then an orange bib with ID number is given. .e.g. Orange 23.

Warm-up (All players assemble and together do a warm- up routine)

A 4v4/5v5 small sided game is played; Small Sided Games are played in each corner of the field. Duration of each SSG is 7-10 minutes; after each game “one colour team” shuffles over to the next corner and the other team remains. This process continues until all the teams have done a full circle.

An (11v11) short Full Sided Game or Half ground Game or box to box (Depending on numbers) e.g. the “Greens” v “Reds/Orange” inter-club match. (Players are mixed).

Coaches are observing at all times.

Cool Down (All players assemble and together do a routine)

At the end of day 1 – The Selection Panel meet to discuss results. That night or early in the morning players are notified my email if they have been unsuccessful.

Our main focus at this stage is to pick the best 11 player from Day 1 and create the “Green Team”. The “GO” team.

Day 2:

An 11v11 game is played. The Green Team v Colours.

At this stage we have created an 11 Player "Green Team". In theory it should be the best players from Day 1 and it is the Head coach's first choice.

Our main focus on day 2 is to find the next best 7 players from the other colour team making the squad size 18. We have day 2 and 3 to achieve this.

When players arrive at the registration desk the admin person will give the green top to the selected player.

All other players receive a "Red/or Orange" bib.

Registration Desk checks player details

Warm-up (All players assemble and together do a warm- up routine)

An 11v11 game is played. The Green Team v Colours.

Cool Down (All players assemble and together do a routine)

At the end of the night the Selection Panel meet to discuss results;

At this stage, being in the Green team only means you have one foot in the door; Players in the green team still need to perform to stay in; competition to get in the green team still occurs.

A full review of the selected "Green Team" is also discussed and it is at this point where any adjustment is made to the "Green" team especially if a player in the "Red/Orange" has impressed.

22 Players proceed to Day3.

Day 3:

At this stage we have created an 11 Player "Green Team". It may now contain any adjustments.

Our main focus on day 3 is to find the next best 7 players from the other colour team making the squad size 18.

When players arrive at the registration desk the admin person will give the green top to the selected player.

All other players receive a "Red/or Orange" bib.

Registration Desk checks player details

Warm-up (All players assemble and together do a warm- up routine)

An 11v11 game is played. The Green Team v Colours.

Ideally on Day 3 we would like to see the players play against another NPLV or "A" team.

Cool Down (All players assemble and together do a routine)

The Selection Panel meet to discuss results

That evening or the following day players are notified if they have been unsuccessful or successful.

Important Note: after day 3 there is no mention of the word "Green Team" or "Red/Orange Team". All players are merged and all belong to the one team.

All players are now up for selection and must all train and play at their best to get selected in the starting eleven.

All players and Parents are invited to Part B - Workshop to discuss "Our Club Values", "Our Education System" & "Our Safety Club Culture, Policies and Procedures" are explained. At this stage signoff must be completed by all "Parents/Players" in order to continue; Signoff is basically an understanding/agreement between "Club, Parents & Players" that all parties have acknowledged, understood and will abide our club rules.