



Oakleigh Cannons Football Club
Chisholm United Football Club



Jack Edwards Reserve
Edward Street
OAKLEIGH VIC 3166

NPLV JUNIOR TRIALS POLICY

DAY ONE

New players lodge their "Expression of Interests" entering their information via an online form. The Admin desk receives all EOI applications via an email and sends a confirmation response. Existing players of Oakleigh Cannons FC & Chisholm United FC do not need to lodge an EOI. Admin desk welcomes everyone as they enter the Pavillion.

All players / Parents check their personal details are all correct at Admin desk.

Every player is given a unique identifier (bib).

4 different coloured bibs are uniquely numbered, randomly selected, recorded against each name.

A selected group of Coaches/Support Staff are appointed as markers.

The end game on Day1 is for the Head Coach of the Team to select their top 11 players.

The markers act as another set of eyes and selections are compared.

On Day 1 coloured bibs have no meaning other than to uniquely identify a player

Part 1 - Ground Setup

They get to play a small sided "keeping off" game 5v5 / 6v6; One Group rotate across the squares.

A marker is stationed at a dedicated square; only the group of players rotate.

Part 2- Ground Setup

They get to play a full sided game 11v11 (mixed). Team selection (mixed). No selection on ability or position has been made at this stage – we just want to have a look at the child's small sided and long sided ability.

Our aim on Day 1 is to pick a team of 11 who will wear the green bib on day 2. This green team is referred to as the 'go' team. It means your child has one foot in the door but not fully there just yet.

At the end of the night, after the deliberation phase is complete only 36 Players will return for Day 2.

Player cuts are done and emails are sent to notify the "unsuccessful" candidates.

A list of the top 11 players is selected and given to the admin desk, they will be known as the "Go" team.

*** Technical Director reviews / checks and signs off on Day 1

DAY TWO

36 Players will return.

A full sided game is played 11v11.

The green bib team vs the other coloured bib teams.

Round Robin games begin.

Green vs Red

Green vs Orange

Red vs Orange

Players from the green team have to try their best and play well enough not to lose their green bib.

Competition is intense. The green team must win both matches and be the dominant team.

The Coach may ask a player from the green team to swap with a coloured bib player.

The focus on day 2 and 3 is to find the next 9 Players to make up the 20-Player squad.

By design the green team will be stronger. It should be visible and noticeable.

Players from the coloured bibs must give everything they have and try their very best to earn a green bib.

At the end of the night, player cuts are done via an email/sms and are sent by the administrator notifying the "unsuccessful" candidates.

*** Technical Director reviews / checks and signs off on Day 2

DAY THREE

26 Players will return.

A full sided games played 11v11.

The green bib team v the Orange team. This is the last chance for all players to shine and be seen.

On this day the focus is to finalize the 20 Player Squad and list 6 Emergencies.

At the end of the night, player cuts are done and emails are sent to notify the "unsuccessful" candidates.

A "Letter of Offer" is sent to all "Successful" candidates.

Every player who is successful will receive a letter of offer;

A player has 24 hours to accept or deny the offer;

A deposit of 50% of total fees must be paid to hold and secure their position in the squad within 24 hours of accepting their letter of offer.

*** Technical Director reviews / checks and signs off on Day 3