

### Try-Out/Team Formation Info for Summer 2012 teams

- Try-Out Fee - \$20 per age-group try-out
- BSC recommends players try-out at their own age level
- It is recommended that all parents/players review the travel commitment information available on the "Travel" page at [www.blainesoccer.org](http://www.blainesoccer.org) before committing to travel soccer

### Try-Out Format

- Technical Activity('s)
- 1v1, 2v2, 3v3 activities
- Small sided scrimmages

*What the evaluators are looking for:*

### Skill Based Warm Up/Early Activities

- Technical Ability

### 1v1, 2v2, 3v3 Games

- The 1v1, 2v2 and 3v3 games give the evaluators the chance to see each player in **defensive** and **attacking** situations and evaluate their understanding of and ability in, the following roles:

#### **1v1 Games**

- **Defending – Role of the first Defender (Pressure)**
- **Attacking – Role of the First Attacker (Penetration)**

#### **2v2 Games**

*(Roles of first defender and attacker as above)*

- **Defending – Role of the Second Defender (Cover)**
- **Attacking – Role of the Second Attacker (Support)**

#### **3v3 Games**

*(Roles of first and second defender(s) and attacker(s) as above)*

- **Defending – Role of the Third Defender (Balance)**
- **Attacking – Role of the Third Attacker (Unbalance)**

### Scrimmages

- Ability to translate the above roles into real game situations
- Technical/Tactical Ability
- Involvement in each game/Communication/Mobility

### Team Formation/Payment Process

- BSC aims to have all teams formed/players contacted within 4 weeks of the final BSC Try-out. Please expect an email (at the email address you used to register for try-outs) and/or a call from a BSC Coach
- Once contacted players have 48 hours to accept/decline spot on the team.
- Early Bird discounted registration fee deadline: November 1<sup>st</sup>, 2011 - \$225
- Regular registration fee deadline: December 31<sup>st</sup>, 2011 - \$250
- Player's not paid/made payment arrangements with BSC by January 1<sup>st</sup>, 2012 will be dropped from roster