

Goalkeeper Game Evaluation Scoring

Appearance – 5 Points

- 1) Shirt Tucked In / Numbered
- 2) Team Shorts (no pants except in extreme conditions)
- 3) Gloves Washed (before every game)
- 4) Proper Footwear
- 5) Team Socks (or white socks are best)

Positioning – 5 points

- 1) Shot Stopping (Angle Play, Goalkeepers Arc)
- 2) Sweeper Keeper – Moving with the Ball (Forward, Back, Side-to-Side)
- 3) Wing Play (Back Part of the Goal, In-Swinger, Out-Swinger)
- 4) Wide Angle (One step past the near post)
- 5) Support Play (Throw Ins, Passbacks, etc.)

Ready Positions – 5 Points

- 1) Shot Stopping
- 2) Sweeper Keeper
- 3) Wing Play
- 4) Wide Angle
- 5) Split Step (On your toes, hop into position)

Saving Technique – 5 Points

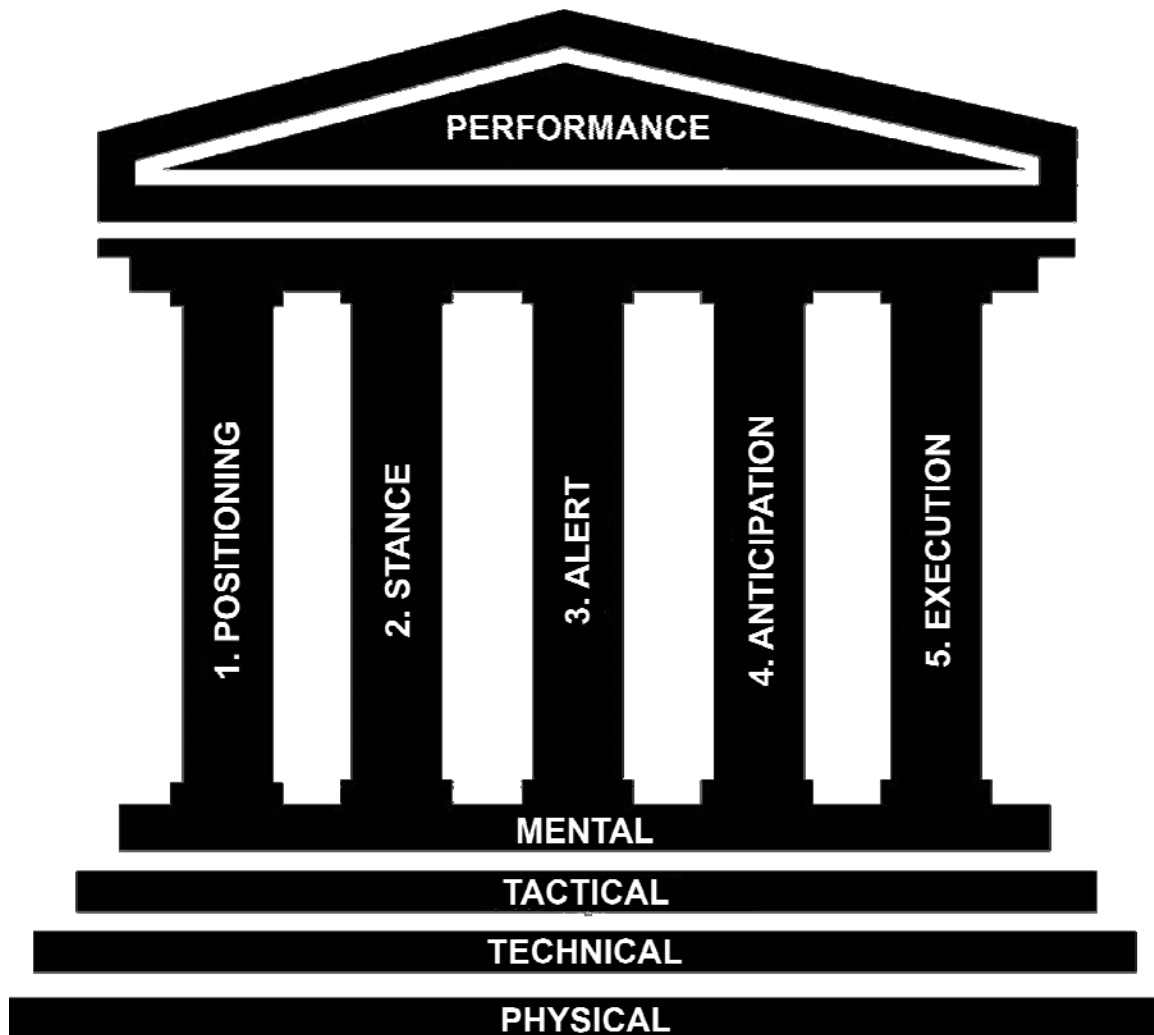
- 1) Basic Handling
- 2) Diving
- 3) Crosses/Punching
- 4) Tackling
- 5) Recovery/Rebounds

Distribution – 5 Points

- 1) Throwing/Rolling
- 2) Goalkicks
- 3) Punting
- 4) Heading
- 5) Ball Control

Communication – 5 Points

- 1) Keeper Commands (“**K**eeper”, “**A**way”, “**T**ime”, K.A.T.)
- 2) Area Control (Opponents are marked; space is covered, setting wall, etc.)
- 3) Body Language
- 4) Intimidation Factor / Presence
- 5) Leadership



The foundation of every goalkeepers performance will be based on the four aspects of Physical, Technical, Tactical and Mental ability. All of these can be improved upon by training.

The Five Pillars represent the goalkeeper's actions within the game. He/she must:

- 1) Standing in the Right Place (Positioning)
- 2) Stand the Right Way (Ready Position / Stance)
- 3) Be on his/her toes – The "Split Step" (Alert)
- 4) Read the game situations and body language of the surrounding opponents (Anticipation)
- 5) Utilize the proper technique to make the play (Execution)

The first four pillars must be in place before the ball is kicked/headed/thrown. The goalkeeper must be more proactive and less reactive.

Once the foundation is laid and the pillars of support are in place the goalkeeper can expect to achieve "Peak Performance".