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**2011/2012 VCL Season**

**Memorandum**

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**TO:** All VCL Coaches, Parents, Players

**FROM:** Football Federation Victoria Talented Player Development

**RE:** Technical Points in 2011/12 VCL

**Date:** 7 October, 2011

Dear VCL Coaches, Players & Parents,

Football Federation Victoria is excited to be following the lead of Football Federation Australia and implementing a technical points system into the upcoming 2011/2012 VCL.

These are points which can be earned by the team for implementing the style of play set out in the National Curriculum, and will be added to the overall League table in each age division throughout the season in addition to traditional points for wins/draws and also points for ‘fair play’.

Our National Curriculum is a game style based on the following:

* + - aim to create a high number of goalscoring opportunities (rather than defend in numbers and try to score on the break)
		- play possession-based, effective football, even when under pressure from opponents
		- play out from the back as a means to an end
		- win the ball back as soon as possible and as close to the opponents’ goal as possible to restrict their ability to get the ball and their players into goalscoring positions
		- transition quickly from attack to defense and vice-versa

**Why is this style of play adopted in the National Curriculum?**

To answer this question, we only need to look at the recent 2010 World Cup. FIFA’s panel of experts has produced a technical report outlining the strengths of each team at the World Cup. If we compare Australia’s report to the top three at the World Cup, it is clear to see where we fall short.

|  |  |  |  |
| --- | --- | --- | --- |
| **Spain** | **Holland** | **Germany** | **Australia** |
| Patient build-up play from the back through the midfieldExcellent passing game – good options for the player in possessionWidth of the pitch used well – wingers attack the goal, are able to cut in, good in one-on-onesituationsInfluential individual players: INIESTA (6), VILLA(7), XAVI (8)Comfortable in possession when under pressureDisciplined, well-organised defenceImmediate pressure after losing possessionWinning mentalityGood links between the team lines | Patient build-up play from the back through the midfieldExcellent passing game – good options for theplayer in possessionWidth of the pitch used well – wingers attackthe goal, are able to cut in, good in one-ononesituationsInfluential individual players: SNEIJDER (10),ROBBEN (11)Midfield pressingGood links between the team linesDangerous at set pieces (attacking corner kicks, free kicks, special throw-in routines)Disciplined, well-organised defenceWinning mentality | Patient build-up play from the back through thethe midfieldExcellent passing game – good options for theplayer in possessionAttacks using the widthInfluential individual players:SCHWEINSTEIGER (7), ÖZIL (8), MÜLLER (13)Rapid transition from defence to attackExcellent team spiritEffective use of full-backsWinning mentalityDisciplined, well-organised defence | Strong, hard-working playersDeep defensive blockAttacks using the widthDeterminationImmediate pressure after losing possession |

Thus, to be a “World Leader in the World Game”, we need to produce players who (at a minimum) can build-up play from the back through the midfield, have an excellent passing game – provide good options for the player in possession, and use the width of the pitch well – with wingers that attack the goal, are able to cut in, and are good in one-on-one situations.

These need to become the behaviours we see in our young players on a consistent basis. So, in this year’s VCL we will reward teams who attempt to implement these behaviours.

It’s important to note that we do not expect to see players and teams at the level of Spain, Germany or Holland in the VCL! But, we do expect players and teams to attempt to implement the behaviours outlined in the technical points scouting sheet (refer below). Coaches and players should note that points will be awarded based on your attempts to implement these behaviours, and not based on the success of those attempts. So, teams who have players with less technical ability than their opponents but are still able to implement the tactical initiatives we are looking for will therefore still able to earn top points.

**Who will award the technical points?**

FFV will have a panel of 18 people who will observe games throughout the VCL. This panel will award technical points and also scout players for possible inclusion in State Development and higher programs.

Scouting observations and technical points will be submitted to the FFV Technical Director on a weekly basis. The Technical Director will ensure that all teams are watched a number of times to get a good feel for how they are implementing the game style required, and to allow all players adequate games to perform to their ability.

**How with the points be included in the League Tables?**

Teams will be assessed in accordance with the criteria detailed in the scouting sheet, with a score out of 20 given to each team in each match they are observed in.

After 9 games, the scores from each of the matches each team has been observed in will be averaged and the number of points added to the League table. Observations will be made at random and teams will **not** be advised when they are being watched – somewhat like a ‘mystery shopper’! This is to ensure that appropriate assessed behaviours are attempted in all matches, because you never know when you are being observed.

**For example:**

Team A was observed in their 1st, 2nd, 5th and 7th matches and recorded scores of 15, 16, 14 and 15 respectively. The average of these scores is 15 (15+16+14+15 = 60 and 60/4 = 15) and therefore 15 points were added to that team’s total at the conclusion of the 9th game.

Of the 9 games they had played, they had won 2 matches, drawn 2 and lost 5 meaning that their win/loss points were 8. Adding the 15 technical points took them to a total of 23 points.

Meanwhile, Team B was observed in the 2nd, 4th, 5th and 8th games of the season and received scores of 8, 9, 9 and 6 respectively. Their average points, added to the teams total was therefore 8.

Of the 9 games they had played, they had won 4 matches, drawn 2 and lost only 3, meaning that their win/loss points were 14. When adding the technical points, that took them to 22 points.

So, in this example Team A moves to a higher spot on the table than Team B despite Team B having a better win/loss record.

Further observations will take place in the second half of the season and then the same injection of points will take place at the conclusion of the 18th (and final) game of the VCL. Therefore, there are 40 technical points available all together – two allocations of up to 20 points.

As you can see from the example above, technical points can and will make a difference to the final outcome of the League Table! This is really exciting for everyone involved in the VCL as it means that those who work hard to implement the National Curriculum will be rewarded for their efforts.

Below is the form that observers will use to assess the award of technical points and to record identified players. Please familiarise yourself with the criteria for the award of Technical Points. There will be no excuses for not being aware of, or understanding the criteria!

***VCL Coaches - If you have concerns about how to teach your team in any of these areas, please contact your head zone coach immediately.***

Best wishes for a fantastic summer of football. Everyone involved in the scouting process is looking forward to watching some wonderful football played in good spirits and in keeping with the National Curriculum.

Regards,

Football Federation Victoria

Talented Player Development Team

Football Federation Victoria – VCL Scouting Sheet

|  |  |
| --- | --- |
| Scout Name: | Age Group (eg U13B, U13G): |
| Home Zone: | v | Away Zone: |

**Team Technical Points for...**

|  |
| --- |
| Zone: |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Consistency | Never | Sometimes | Often | Always |
| Element | 0 Points | 2 Points | 3 Points | 4 Points |
| Width is provided in attack to stretch the opposition back four  |  |  |  |  |
| The team attempts to play out from the back with good positioning of the back four and goalkeeper |  |  |  |  |
| Midfielders take up good supporting positions to help build the attack |  |  |  |  |
| The team takes up good positions (Left/Right/Middle/Far) when they are in possession of the ball and attempt to keep possession |  |  |  |  |
| Attempt to win the ball back as a team as soon as they lose it |  |  |  |  |
| Total Score (out of 20) |  |

**Player Scouting...**

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| --- | --- | --- |
| Zone | Shirt Number | Position(s) (1-4-3-3 Numbering) |
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