



TEAM FORMATION

Depending on the age level and calibre of play teams with PFC players are selected as follows:

*VIPL - currently pooled with BAYS UNITED to form teams at this level

*GOLD - currently pooled with PROSPECT LAKE to form teams at this level

*Any player wanting to attend an open assessment/tryout with PFC must be registered with the club.

VIPL (U13+)

Open tryouts with players from any club. Technical Directors at both clubs will select the initial roster with the selected head coach filling in the remaining roster spots after subsequent follow-up assessment/tryout sessions

GOLD (U13+)

Open tryouts with players from any club Technical Directors at both clubs will select the initial roster with the selected head coach filling in the remaining roster spots after subsequent follow-up assessment/tryout sessions

SILVER (U13+)

Teams will be formed using any/all “active” registered players who have not been assigned to either a VIPL or GOLD team roster with the emphasis on making single age level teams...however depending on registration levels...dual aged teams or possibly pooled teams with PLSC may need to take place. A joint sub-committee comprised of the Technical Director, Technical Committee Chair and appropriate coaches will be responsible for forming rosters if multiple teams at the same age level are required.

SUPER 8 (U11 - U12)

Year-end assessments along with coach evaluations will form the basis for the selection of rosters at U11 and U12 age levels.

Open tryouts for any U12 BLUE (Gold) team will be held at PFC with the Technical Director selecting the initial roster and the coach filing in the remaining spots in consultation with the TD after subsequent follow up assessment/tryout sessions. Specific team rosters will be dependent on how many and at what level teams will be placed at (BLUE/WHITE for U12).

HOUSE (U6 - U10)

Teams will be randomly formed based on registration numbers at each age level while using an equal distribution of:

- new and returning players (coach evaluations from the previous year are used to help establish skill levels of returning players)
- older and younger players (duel age levels only)
- and if possible take into account geographic location and player/parent requests.