

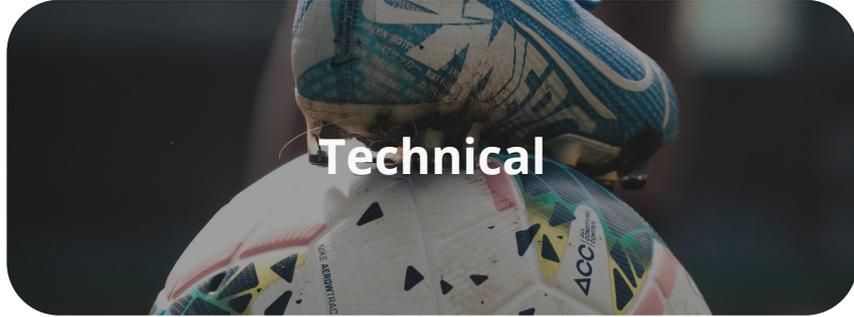


Trace iD

Combine your best moments from games quickly and easily.

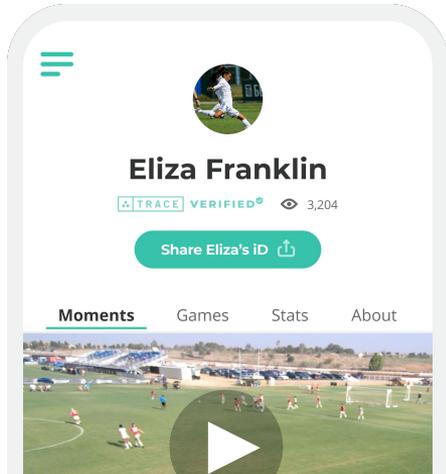
“Video is only valuable if it is watched.”

What types of context are college coaches looking for?



Video In The New Norm for Recruiting

“New landscape requires video but just video is not enough.”



New requirements:

- Combination of highlight playlist and full game video
- Player performance data
- Academic/Personal

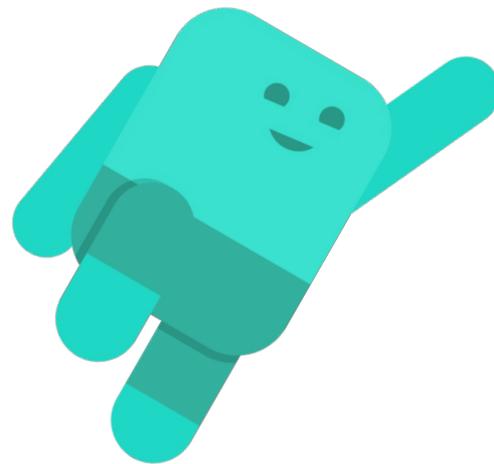
4 Key Moments of the Soccer Game

Individual moments within a Trace iD playlist must revolve around **the four moments of the game**:

- In Possession
- Out of Possession
- Transition to Attack
- Transition to Defend

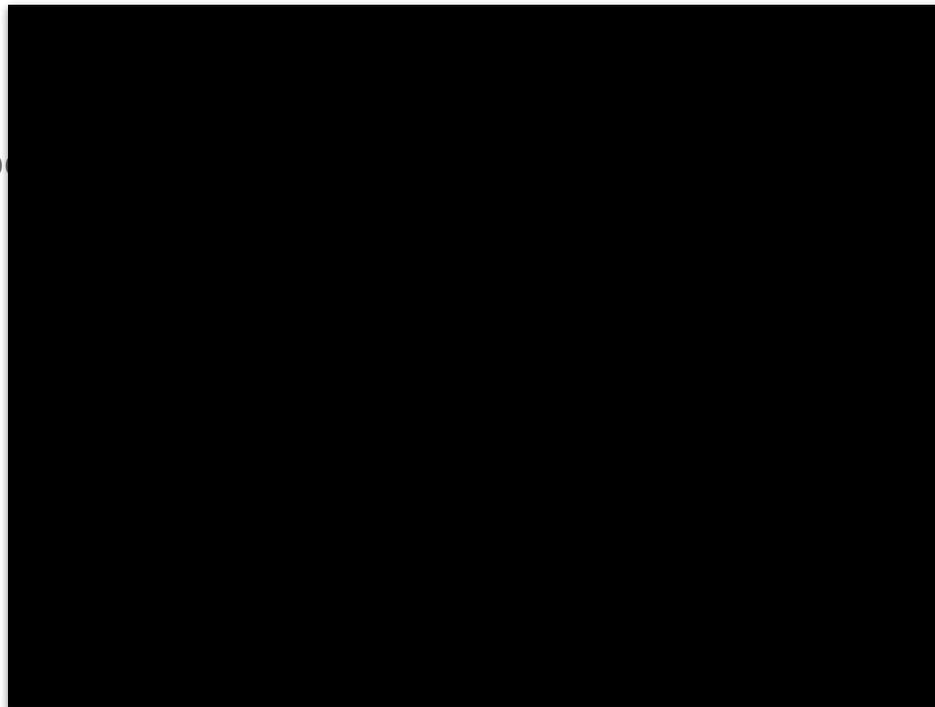
What to prove in your highlights...

- Game understanding and decision making
- Initiative
- Technical ability
- Physical ability



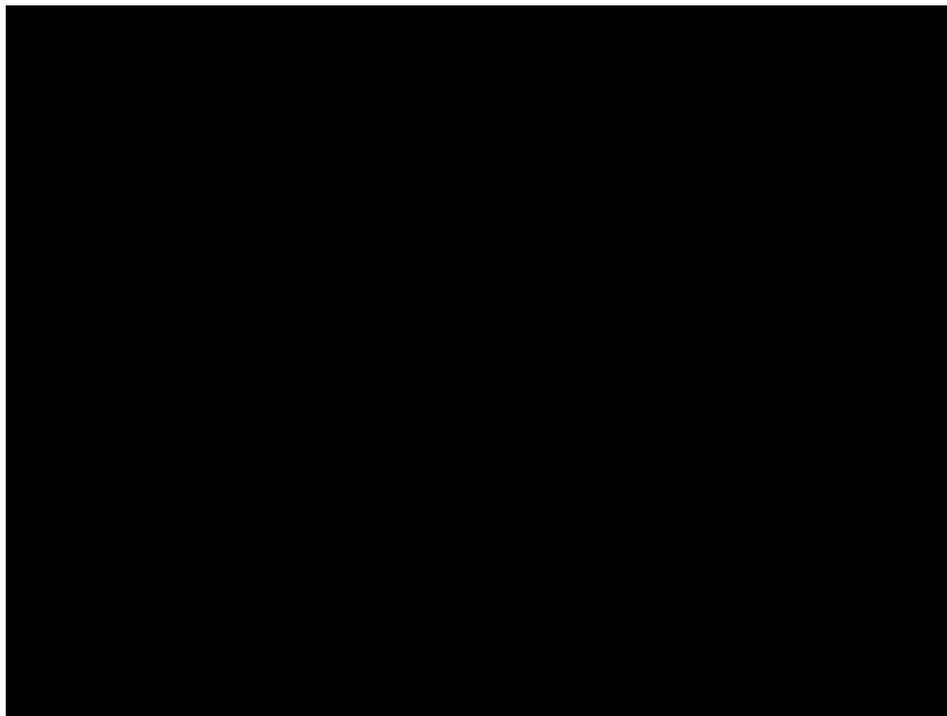
GOAL KEEPERS

- Reading the game
 - Ability in the air on crosses
 - Intercept long balls and through balls behind the defensive line
- Shot stopping
- 1v1 ability
- Distribution under pressure (long/short)
- Leadership/coach
- Punting distance



Full Backs - #2 & #3

- -1v1 to create or win/regain the ball
- Reading the game to continuously position and re-position
- Quick decisions
- Long and short passing under pressure
- Athleticism



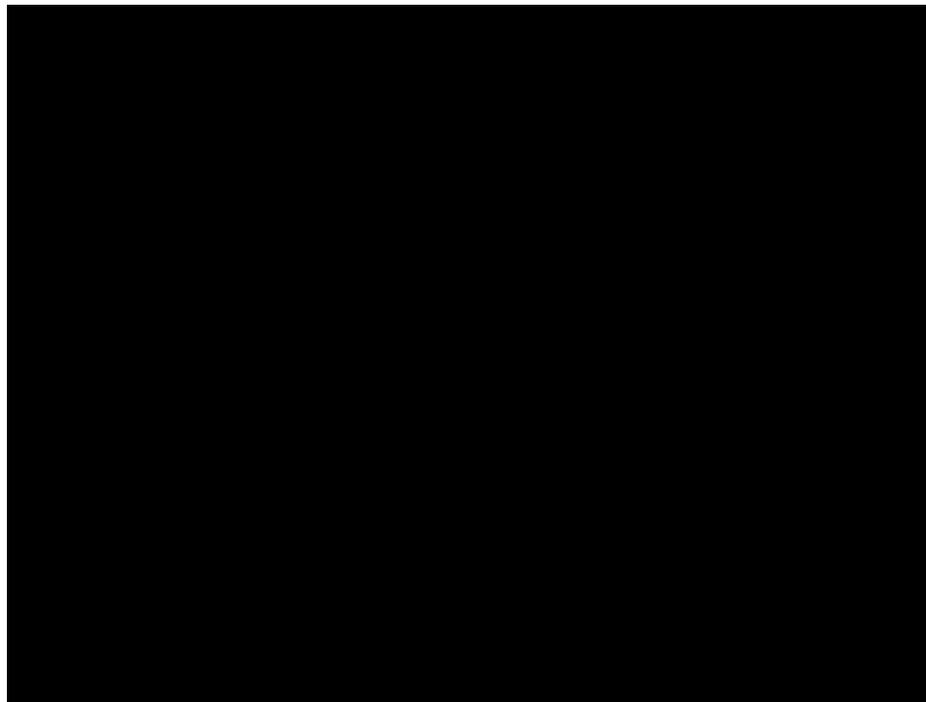
Centerbacks - #4 & #5

- Defensively strong in 1v1 in the air and on the ground
- Reading the game to intercept long and/or through balls
- Long and short passing under pressure (diagonal)
- Leader/organizer



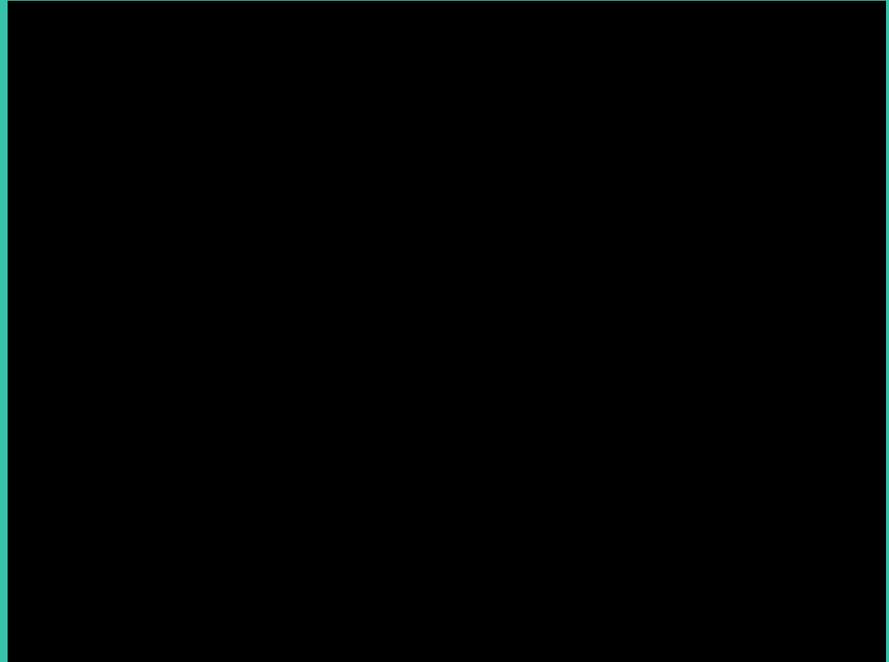
Center Midfielders (DCM) - #6

- Reading the game
- Regains possession in 1v1 situations or playing passing lanes
- Anticipates tactical space and when to play forward and when to retain possession
- Long-range and short-range distribution
- Linking/combination play
- Ability in the air



Center Midfielder (ACM) - #8 & #10

- Technical skills and ability to read situations quickly to create scoring chances by pass or dribble
- Score goals
- Dynamic movement off the ball to play between the lines
 - Defending/pressing decisions
 - Manages pace of the game



Wingers - #7 & #11

- 1v1 ability inside or outside to unbalance the opponent, beating opponents down the line, and turning the corner
- Score goals
- Crossing techniques under pressure
- Exudes power, speed, and fitness to execute attacking/defending/transition for the entire game



Striker - #9

- Score goals (foot or head)
 - Ability to hold and link
 - Dynamic movement off the ball to get in behind the back line
 - Bravery
 - Dribbling and timing runs
- Playing back the goal and playing others in

