England Age Group Open Nomination Form - 2023-24

This is a preview enabling coaches to read, digest and discuss the form before submitting. The nomination must be completed online here.

This form has been designed to support the nomination of players for England Age Group Open Assessment events to be held on July 26 and 1 August 2023.

The open nomination process is for players not involved in Talent Academy environments in 2022-23.

While considering future potential is important when nominating players, you should be confident that, with our support, this player is currently well placed to thrive in a supportive yet challenging international environment.

Parental consent must be expressly obtained by nominating coaches to provide consent for the nomination and for contact details being shared.

Thank you in advance for your care and consideration as you complete the form.

Data Privacy Notice

By submitting this form, you consent to your personal details being retained by England Hockey and used for the collection of hockey talent development data.

By submitting this form, you are also providing consent for England Hockey to share data with the appropriate coaching team, in order to provide a positive experience for Players, Parents and Coaches.

This form will take approximately 10-15 minutes to complete.

Nomination Information

Date of nomination (today's date)

Name of coach/scout completing the nomination - SURNAME FORNAME (ALL IN CAPITALS)

Email address of the coach/scout completing the nominationRequired to answer. Single line text.

Phone number of the coach/scout completing the nominationRequired to answer. Single line text.

Name of seconder of this nomination - SURNAME FORNAME (ALL IN CAPITALS)

Email address of seconder of this nomination

Phone number of seconder of this nomination

Have you observed England Age Group activity or players to have an idea of the level before submitting this nomination?

Is the player you are nominating male or female?

Player FIRST name (CAPITALS PLEASE)

Date of Birth (Player)

Please make sure to enter the year of birth. Only players born in 2009, 2008, 2007 & 2006 will be eligible for England Age Group open nominations.

Please provide the email address of the parent / guardian of the player you are nominating

If this answer is incomplete or inaccurate the nomination will be null and void. (Please ensure an email is only given where consent has been provided by the parent / guardian for England Hockey to make contact where appropriate).

Please provide a contact telephone number for the parent / guardian of the player you are nominating

If this answer is incomplete or inaccurate the nomination will be null and void. (Please ensure a contact number is only given where consent has been provided by the parent / guardian for England Hockey to make contact where appropriate).

Please provide the home postcode of the player you are nominating

Current environment

Which environment are you nominating from?

Please select the club from the drop down list

Please select the club at which the player plays the majority of their club hockey. Please note you will be required to answer with NA for the lists which are not applicable to your player.

Name of the school or county from which you are nominating the player

If you are nominating from a school please enter the name in full eg Katharine Lady Berkley's School

Future Potential

Detecting future potential is a challenge but a combination of current performance, quality of superstrengths, physical, social and mental maturation, on pitch communication, engagement and general curiosity to improve and relative training age, both physically and mentally, can all be interesting factors to consider. Each individual will be different and it's important as coaches, as scouts, as selectors/assessors that we take all this information into consideration.

How physically mature in comparison to their peers are they?

1 being physically immature in comparison (shorter than the majority, less muscle mass than the majority, slower physiological developments than peers)

2 being on par (similar height to the majority, similar muscle mass to the majority, feet and limbs are in proportion to their body)

3 being physically more mature (are taller, are more muscular, greater limb length, large feet compared to body, sudden growth spurt, sudden physiological developments (like voice breaking) in comparison to the majority)

How socially mature in comparison to their peers are they?

1 being socially immature in comparison (Unable to hold conversation compared to peers; often result in giggling to overcome silence or nerves when talking to others when compared to peers)

2 being on par (Able to hold conversation about hockey and other topics that are really of interest to themselves similar to peers. Ask questions but often dont get a continuation having answered a question similar to their peers)

3 being socially more mature (Able to hold conversation about hockey and non hockey related subjects compared to their peers. Ask questions without prompting about hockey and non-hockey related questions compared to their peers. Hold eye contact when in conversation compared to their peers)

How much hockey have they experienced at SCHOOL?

4 stars - Quality hockey - High level hockey-specific coach, multiple times a week throughout the school year

3 stars - Average hockey - A hockey-specific coach, multiple times a week only through one term

2 stars - Limited amount of hockey - A non-hockey coach, once a week and occasional through the year or only one term

1 star - No hockey through school or just a couple of taster sessions

How much hockey have they experienced at CLUB?

4 stars - Quality hockey - High-level talent coach at least 2x/week &/or a long season of hockey (44 weeks)

3 stars - Average hockey - A good talent coach at least 2x/week &/or a normal season (30 weeks)

2 stars - Limited hockey - Regardless of quality of coaching, access one session a week for a normal season

1 star - No club hockey / does not play club hockey

What is the ability of the player to learn?

4 stars - learns quickly - you can see within one or two sessions them attempting to put into practice what you have been working on and progresses

3 stars - slow but consistent progress - over a period of a few weeks you see them attempting to put into practice what you have worked on and you see progress that is slow but consistent

2 stars - no progress - never attempt to put into practice the coaching points. (need to challenge self as a coach is it your coaching style, do they have difficulties learning that you haven't taken into consideration or do they not want to engage in the learning?)

1 star - they simply do not want to engage in learning and improving

Do yo	ou see the player having any of these future Super Strengths?
	GK - keeps the ball out of the goal
	GK - amazing 1v1
	Ball winner - excellent timing and ability to win ball - can be an attacker or defender!
	Goal scorer - amazing ability to score from edge of circle
	Goal scorer - brave, good eye for the ball, willing to dive, excellent in and around the 9 yard area
	High speed runner - excellent elimination from running fast with the ball
	Control of the ball - excellent ability to control the ball on receive and carry
	Game understanding - positioning and game awareness is exceptional
	Outletting - has a long accurate pass - hit; overhead; slap
	Tactician - player has an outstanding understanding of tactics and can problem solve of the field
	Leader - great leadership qualities
	Player doesn't demonstrate any specific super strengths

What is the preferred playing position of the player?

Physical Capabilities for a Field Player

Physical Capability – Speed

	Phy	sical Capabilities - Field Pl	ayer						
Speed									
	ction and reaccelerate. Ma		e opponent. Speed of chang eed of a player this require: nd is important is trained.						
1 2	3 4	5 6	7 8	9 10					
Limiting Factor	Limited Potential	Possible Strength	Strength	Super Strength					
Regularly beaten to the ball and cannot turn or change direction well.	Often beaten to the ball and is slow to change direction. Has slow footwork but can demonstrate intent to use footwork patterns to change direction.	Of average speed occasionally beaten to the ball. Unremarkable in their ability to move and change direction.	Quite often the fastest to the ball. Has quick footwork in changing direction and can change direction as quick.	The fastest to the ball. Exceptional quick feet and change of direction					

Physical Capability – Conditioning

	Phy	sical Capabilities - Field Pl	aver					
Conditioning								
Repeated Sprint Ability	conditioned your body is is also important for field p	the greater the high intensional states as hockey has rolling	. It involves getting oxygen sity efforts are improved. Ig subs and therefore the ta nts of rest has become one	alent/performance game				
1 2	3 4	5 6	7 8	9 10				
Limiting Factor	Limited Potential	Possible Strength	Strength	Super Strength				
Has no base endurance. Is the last of the group every time there is a warm up or physical running session. Does not often run in a game. Can not repeatedly sprint in matches, will require regularly substitions of minimal periods to maintain intensity of a match.	Has an aerobic base in the bottom half of the squad. Can make one or two repeated sprints in training/match but it starts to affect their control of their body and technique. Will require regular subsituting to maintain intensity in a match.	Has an aerobic base average of the whole squad. Can make some repeated sprints but not regularly throughout a training or a match. Will need regular substituting to maintain intensity.	top speed when repeatedly having to	Has the aerobic base that is the best in the squad. In training can continue with any amount of repeated sprints without looking fatigued. They are exceptional in their relentless behaviours they lead the group and will push the boundaries of intensity of the team.				

Physical Capability - Strength

Physical Capabilities - Field Player

Strength

Strength includes the four different areas: physical dominance - which is the ability of the player to express strength through hockey such as hitting a ball hard, evading an opponent using force, physically protecting the ball on receive; Robustness - the bodys ability to withstand the physical demands of hockey training and game play. Stronger athletes are more resilient to injruy and therefore able to train more regularly making themselves consistently more available; Balance - ability to stay in control of body movmeent. Can the player maintain their centre of gravity over a constantly changing base of support for example when in a low lunge to slap the ball; finally Explosivity - ability to produce large amounts of force in a small amoutn of time for example when making a push pass.

1 2	3 4	5 6	7 8	9 10	
Limiting Factor	Limited Potential	Possible Strength	Strength	Super Strength	
				Physically dominant -	
	Is occosaionally	Neither dominated	Mostly dominates	opposition bounce off	
Physically dominated by	physically dominated by	physically nor the	oppososition field	them. Physically very	
other players around	other players around	dominant. Is in control of	players. Is robust from	robust. Has strong and	
them. Is often injured	them. Is occasionally	their movements and can	injury. Passes the ball	powerful passes. Uses	
due to a lack of	injured due to a lack of	perform them with	strongly. Is in control of	their physical strength to	
robustness. Does not	robustness. Has a	speed and power but	their body through all	their advantage in a	
have a strong pass and is	relatively weak pass. Is	their ball pace never	ranges of motion. Can	game. Is in control of	
often pushed off the ball	occasionally pushed off	stands out. You rarely	use lowness to really	their body at all times	
due to being too weak.	the ball due to a lack of	see them being pushed	increase the speed of a	and through low	
	strength.	off the ball.	pass.	movement at speed and	
				with power.	

Physical Capabilities for a GK

Please only fill in areas that you have information to support

Physical Capabilities for a GK - Strength

		Physical Capabilities - GI	(
		Speed			
	•		nt. Speed of change of direct k again. Speed is essential		
1 2	3 4	5 6	7 8	9 10	
Limiting Factor	Limited Potential	Possible Strength	Strength	Super Strength	
Regularly beaten to the ball and cannot turn or change direction well. Does not get to or from the floor quickly.	Often beaten to the ball and is slow to change direction. Has slow footwork but can demonstrate intent to use footwork patterns to change direction Can get to the floor quickly but struggles to get back up again at speed.	change direction. Can can	direction as quick as field	The fastest to the ball. Exceptional quick feet and change of direction Can move quicker than field players even when in kit. Is very quick to ge	

Physical Capabilities for a GK - Conditioning

	Physical Capabilities - GK									
	Conditioning									
Aerobic Endurance which may not be deemed as necessary for a GK is important for a baseline level as elite GK performers have to perform in a lot of kit, in at times extreme conditions, having a baseline level of endurance allows them the level of aerobic conditioning to ensure they can maintain their level of performance. The other area of conditioning important for GK is their repeated power ability - anaerobic system - when forced to make numerous saves in a row this system becomes extremely										
				,		rtant.		,		,
1 2 3				4	5	6	7	8	9	10
Limiting Factor		actor	Limited Potential		Possible Strength		Strength		Super Strength	
Has no base endurance, Is the last of the group every time there is a pitch lap. Plays in goal as they don't have to run. Can not repeatedly make saves without looking fatigued.		training/match but it		Has an aerobic base under average of the whole squad. Struggles to maintain control of repeatable saves due to fatigue.		squad desp GK. Can cope training, but fatigue afte	nerobic base. half of the bite being a with load in does start to r numerous n a row.	other field training ca with any an pace cont training wit	robic base of I players. In an continue nount of fast inous save thout looking gued.	