

Ole Miss Women's Soccer



By the Assistant Women's Soccer Coach at the University of Mississippi, Derek Greene: A former head coach, Greene handles the recruiting for Ole Miss Soccer, in addition to helping with on-the-field coaching

In Derek Greene's four years with the Ole Miss program in the Southeastern Division I Conference, the Rebels have earned their first three NCAA Tournament berths, including a second-round finish in 2003, and won the SEC Western Division Title, while finishing

second overall in the conference a year ago. Now in his fifth season as an assistant, Greene handles much of the recruiting for Ole Miss Soccer, in addition to helping with on-the-field coaching. Greene brought head coaching experience to the post

when he joined the staff in April 2002, having directed the Carson-Newman Women's Program the previous four years. Greene has also worked with the Tennessee, Mississippi and Alabama Olympic Development Programs over the last 14 years.

"Derek's experience as a head coach is invaluable," states Ole Miss Head Coach Steve Holeman. "He is helping this program reach a new level of success. Derek is a tremendous person and brings a great personality to our team. I also think Derek is one of the best recruiters in the nation."



Greene Seeks to Effectively Study the Play and Performance of Ole Miss Women's Soccer Games on an Individual and Team Basis using Dartfish

According to Coach Greene, "the most efficient and effective tool for our program here at Ole Miss is tagging. We have been able to create tagging panels and buttons for events we feel are important to evaluate, once our game has ended. These events are typically the same for us throughout the season.

For instance, we have created event buttons for each of our players. Whenever a particular player is involved in the play, whether she is actually on the ball

or supporting the play, the button is clicked and we can now go back and analyze that particular play with the young woman involved at that moment. The time lapse feature is a great tool that allows us to designate a pre-roll time so that when the player button is pushed, the video actually captures several seconds earlier. We are also able to determine the length of the clip so that when the player being evaluated is no longer involved in the play the video capture will end.

In addition to creating event

buttons for each individual player, we also create event buttons for free kicks, corner kicks, throw-ins, fouls, off-sides, goals, headers, crosses, shots, and saves. Once the match has ended we can go back and analyze these phases of the game and evaluate what we feel might be important to work on leading in to our next match. The system will allow you to create event buttons you feel are important to you and your team."



"Our use of Dartfish during our two playing seasons is a daily occurrence. Due to the amount of detail and importance we place on film study with our players, meetings and film breakdown are done Monday through Friday."



Typical Week

Friday night – capture game

Sunday afternoon – capture game

Sunday evening – review of tagged clips (individual and team) from Friday night and Sunday afternoon matches.

Monday-Thursday – individual player meetings to review performance; we'll also do position meetings and meet as a team at times if we feel it is necessary.

Dartfish Challenge Is the Amount of Software Capability

“The number one challenge I have faced with using the system is the sheer amount of capability the software has with it. The program is advanced well beyond my technical ability and it would take a while to learn every trick and nuance Dartfish has to offer. However, I have received outstanding support from the Dartfish team anytime I need help or have a question. I could not ask for a better organization to work with in this regard.”



Dartfish Benefit is Tagging Ability of Specific Events and Players

One of the benefits in using the system is that we have the ability to tag the instances we feel are important. It can be a great tool if we know a player is struggling with her confidence. In this case, we try not to tag too many mistakes (i.e. bad touches, errant passes, etc...). If a player disagrees with her playing time and we know she is not performing well, Dartfish is a fantastic tool for tracking turnovers, bad touches, etc.. It has become a great psychological tool for us in these examples and more.

“I would recommend Dartfish to any coach who would like their players achieve maximum potential on the playing field. Dartfish is a fantastic tool for helping players better understand the game and the role the coach would like each athlete to play in any given game situation. Any sport would find great use for this system. I know it has been an integral part of our success at Ole Miss in three NCAA Tournament appearances in the last five years.” Coach Derek Greene



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