



Match Play, Time & Team Composition Policy

1. INTRODUCTION

This Policy-Process document relates to team composition and match playing time and has been developed from the club's foundation philosophy that Miniroos & junior soccer MUST be based on our club's values: CONDUCT, PARTICIPATION and PERFORMANCE. The principles of fun & enjoyment, ample participation for all players, fair play & good sportsmanship, skill & fitness development are of the utmost importance. Although the club recognises the importance of winning & the development of excellence, these values must not override the club's commitment to the provision of a positive sporting experience for all players without regard to their perceived levels of ability. It must be remembered that children develop at different rates and in different ways and there are many examples of weaker children who have, with positive and caring encouragement, developed into fine athletes and soccer players over time.

Team composition and match playing time have always been two of the most controversial issues in junior sport. Since this club is in the business of promoting soccer in the Bayside Community, the interests of its players must take precedence. To ensure that the club continues to thrive, there must be a defined set of policy and process that govern these issues and it is expected that all coaches, managers and club officials will abide by these rules both in letter and in spirit.

2. PLAYING PHILOSOPHY

2.1 MINIROOS TEAMS

At the Miniroos level the emphasis is clearly in favour of fun, participation, social interaction and learning. Since small children do not regard winning with quite the same fervour many of their parents, Miniroos match results are never recorded and it is expected that team officials and parents will not let their own ambitions spoil the enjoyment that the children obviously gain from playing the game of soccer. Although these principles dominate our approach to Miniroos sport, the club also recognises that this is the best time for soccer players of the future to learn the basic skills. For this reason, the club encourages Miniroos coaches to attend recognised FFV coaching courses.

2.2 JUNIOR TEAMS

As players progress through their teenage years, the game becomes more competitive and winning assumes a higher priority. To accommodate these changing attitudes junior coaches (U12 +) are progressively allowed greater flexibility in the areas of team composition & playing time although this does not mean that winning should ignore the club's values: CONDUCT, PARTICIPATION, and PERFORMANCE. Although the club believes that junior teams (U12+) should be competitive and we endeavour to appoint only experienced, professional coaches, our primary objectives are to encourage and educate rather than winning individual games and producing league champions.

3. GRADING/TEAM SELECTION

3.1 MINIROOS TEAMS

The U7 to U9 Miniroos teams are usually formed based on friendship groups.

3.1.2 Development training may be introduced to provide an opportunity for all players to have additional training opportunities to enhance their skill development.

3.2 UNDER 10, 11 AND JUNIOR TEAMS

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Approver:



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FFV competitions from U10 upwards are graded competitions (i.e. Kangaroos, Wallabies, Joeys for U10-U12, and A, B, C etc for U13+). Therefore from U10 and upwards, Sandringham Soccer Club teams will be graded if more than one team competes at any age level.

3.2.1 Grading involves selecting a team with the best ability from the pool of players in any age group.

3.2.2 Other teams in that age group will also be graded and players will be assigned to teams based on their ability and experience, also taking into account friendship groups.

3.2.3 Where it applies, team grading will take place pre-season with at least 3 training (grading) sessions occurring before preliminary team assignments are made. The process must involve consultation between age group coaches, managers, and coordinators. All returning players will be invited to attend these sessions and should be encouraged by their coaches to do so.

3.2.4 Final team assignments will be made as soon as possible after the club registration deadline.

3.2.5 It is expected that a player may decline the invitation to be on an "A" or "Kangaroo" team if selected. The club recognises that "friendship groups" sometimes play a part in a player's enjoyment of the game and may determine whether he/she continues to play. Players who decline an "A" team selection will be accommodated, if possible, in another team.

3.3 GENERAL

3.3.1 Once assigned to a team, players will train with their respective coaches.

3.3.2 Ideally, all teams in an age group will train at the same time to allow interaction between teams as the coaches deem fit. However, this is not always possible as training times are dependent on the schedules of each individual coach.

3.3.3 Coaches shall meet regularly and are encouraged to discuss their teams and players capabilities.

3.3.4 During the season, players may move between teams but only as allowed for by the FFV "Rules of Competition" and as felt necessary by their coaches.

3.3.5 The coaches in any age group should act for the benefit of all players in that age group and not just for the members of their team.

3.3.6 Gala Day/Tournament Selection: For both Miniroos and junior teams, coaches are permitted to select the club's most capable players to represent the club.

4. TEAM COMPOSITION

4.1 AGE GROUPS

4.1.1 All players should play in their own age group unless there are valid reasons for playing in an older group.

4.1.2 There are NO circumstances that will permit any player to join a team in a younger age group. This prohibition on the use of over-age players also includes unofficial, practice & 'friendly' matches.

4.1.3 A player may be allowed to join a team playing in a higher age level if the player's parents, team coaches, and relevant coordinators consider that it would be in the best interests of the player concerned or if there are excess numbers in the player's own age group and there are vacancies in the older group.

4.1.4 A player may occasionally be invited to play in an older age team if the older age team



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is short of players. Players in an existing team should not be displaced or denied adequate playing time as a result of players being brought in from another team.

4.2 TEAM SIZES AND SELECTION

4.2.1 The following are the recommended optimum & maximum squad numbers for each age group.

4.2.2 Age group coordinators, coaches and managers must accept correct age group players on a “first come, first served” basis up to the optimum squad size (i.e. preference for team assignments will be given to players registering prior to the registration deadline). Once this number has been reached, additional players may be accepted up to the maximum team numbers at the discretion of the coach and Team Manager.

4.2.3 If a squad has less than the optimum number for its age group then players may be accepted from a younger age group. Under no circumstances may a coach or manager directly approach an underage player. Under age players may only be accepted after consultation with the Miniroos committee and the coaches & managers of the lower age group.

4.2.4 If there is more than one team in any of the age groups between U/7 & U/9 inclusive, team composition will NOT be determined by ability. Coaches and managers are required to consult with the committee, and other coaches & managers in the same age group, to ensure that all teams in the age group are, as far as possible, equal in terms of squad size and ability

4.2.5 Each team should have a unique name (eg U/10 FOXES). References to teams in hierarchal terms (eg. A, B etc) should be avoided.

5. MATCH PLAYING TIME

5.1 MINIROOS TEAM PLAYERS (U7 – U11)

5.1.1 All registered and financial players who regularly attend training sessions must be afforded equal playing time without regard to ability. If necessary, team managers should request help from parents to manage equal playing time. This allows the coach to review opportunities for players to improve. The coach should not have to manage interchange in normal club matches.

5.1.2 All players must be given the opportunity to play in every position. There is no justification for specialisation at the Miniroos level. This also applies to the goalkeeping position

5.2 JUNIOR TEAM PLAYERS (U12 – U14)

5.2.1 Although it is recognised that, in this age group a player’s ability may begin to partially determine playing time, all registered and financial players who regularly attend training sessions must be given “ample and fair” playing time. “Ample and fair” playing time is defined as approximately one half of a match. With the continuation of the interchange player rule, there is no reason why players should not have ample playing time in all matches.

5.2.2 Players should be encouraged to try playing in different positions.

Age

Group

Field

Numbers



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Optimum Maximum

U7 2 x 5 12 14

U8,U9 7 9 10

U10,U11 9 11 12

U12+ 11 14 16

5.3 JUNIOR TEAM PLAYERS (U15 & ABOVE)

Although selection and playing time may be made on a 'best team' basis, ability should not be the only factor. All registered and financial players who regularly attend training shall be allowed to play as frequently as possible.

5.4 GENERAL

5.4.1 Unregistered players shall NOT be permitted to play in any match under any circumstances. The "NO PAY – NO PLAY" policy will be strictly enforced.

5.4.2 If players from any team are invited to help make up numbers in another team, they shall not displace existing team members. While such invited players will receive some playing

time, they should only be regarded as reserve players.