



PLAYER GAME TIME POLICY



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Minimum Game Time Policy

Home and Away

Average of each calendar month - minimum game time of 3/4's on rotation and an additional ¼ off where lateness, discipline or consistent lack of training issues are involved. The objective is to balance participation of all players (remember every player pays their membership) in a team environment with a balance on being both competitive and winning.

Finals

- 24 or less players - every player must play a minimum of a "half"
- 25 or more players - every player must play a minimum of a "quarter"

Roster Off System

A Roster Off System will be implemented where a team has more than 24 players. Core players can be excluded from the Rostering Off System at the coach's discretion. The remaining players to be rostered off on an "as even as possible" basis.

Rostered off players are required and expected to play in a team of the same age group if requested to do so. Coaches are required to fully support this position when informing players that they are required to play for another Park Orchards North Ringwood Parish Junior Football Club team.

Rostered off players requested to play in a higher age group may only do so in line with Park Orchards North Ringwood Parish Junior Football Club - Team numbers topping up policy.

Backfilling Roster Rotation

Where players are injured, sick, late or don't show for whatever reason, these positions of backfilling can be chosen from the more enthusiastic players who put the team first, as rewards for their extra effort comes extra game time. No one is disadvantaged in this scenario.



Tackers and Under 10 Position Rotation

All players will rotate through as many positions as possible during the season so as to develop grounding in differences between playing forward, back, and centre and on ball. Whilst some players will show either a preference or a natural ability for certain positions, it is extremely important to have grounding all over the field of play so as to enhance the versatility of the team. This versatility is paramount, not only for team success in later years, but for the overall honing of a child's skills and an increased awareness of what is required when asked to perform a specific role by a coach in later years.

All players will play equal time on the field. Time management is critical and the team manager should assist the coach during the game to ensure that equal time is attained. Whilst the objective of any competitive sport is to win the match one competes in, the early development years of players should be one of encouragement, enjoyment, and skill improvement and to plant the seed of desire to be part of a club and a team for many years to come.

Colts

The coach will have complete discretion over the makeup of the side on game day. Whilst as much game time as possible should be given to all players, it will evolve at this level, that some players will get less playing time than others. To be part of a team at this level is an accomplishment in itself and the players are old enough to understand that some individuals' roles, abilities and contributions are bigger than others and are critical to the cohesion and vital to the success of a team. Players from one Colts Team who have been added to the normal playing list of another Colts Team for the purpose of topping up the other team's playing numbers to ensure at least 22 players, will be given a minimum of half of the game on the ground.

Parents

Please be supportive of your child's coach, as he/she will be doing the utmost to ensure that your child, enjoys playing the game, enjoys being part of a team, enjoys being part of a club and that their skill levels improve year to year.

Coaches

Remember that your team's success not only is dependent on how good your top players are, but probably more critical is how good your bottom 6 or 7 players are. To develop multi skilled and well-rounded players in the early development years will ensure a very talented side in later years.

Topping Up Policy

It has been agreed that all coaches are to submit a list to the committee, if and when requested, of approximately 6 names of boys that they consider capable of playing in the age group above.

Having considered the names of the boys, the coaches are to approach the parents and receive their consent to put the boys on the panel and finally seek the agreement of the boys themselves as to whether they would want to play a game or two in the age group above.

The coaches, parents and boys should consider their physical ability and football ability, together with the grading jumps they may be making e.g. a team playing in green may have much more limited ability to have players moved up into gold in an age group above. That would mean 5 sections and an age group increase. Some boys on the other hand may relish the opportunity to test their skills and ability in a tougher competition without having to make any long term commitment to that team.

No player should play more than 5 matches above their current team or they will not be eligible to return to their own team in finals.

No player is permitted to play more than **2 years** out of his respective age group.

A team will be considered short and need to seek a top up of players if it has less than:

- 20 players for Tackers to Under 13s
- 22 players for Under 14 to Colts.

Team Sheets maybe checked to ensure coaches are complying with these club policies. No team is expected to provide players if they have less than 20 for Tackers to Under 13s and 22 players for Under 14 to Colts. In order for all coaches to be able to plan and prepare, any coach looking for “topping up” should have the whole process completed by Friday night in fairness to all other coaches.

Moving Sideways

Sideways movement can also occur where there are two teams in the same age group as long and the teams are playing in different divisions/sections of the same age group. For example Colts 1 can of course top up, downwards, to the other Colts 2 team as it is the same age group.

Priority must be given for players rostered off because of team numbers in the same age group however a maximum of 4 players who played in the higher Section the previous week may play in a lower section the following week.

No Player may participate in two games in the same age group in the same round.

Any team with a player currently playing above their age group can be on the panel to move to an age group below also. Any request post Friday night should be dealt with on the basis of “good will” however compliance can be refused if not convenient.

The “spirit” of the club’s topping up policy is designed to specifically weigh the importance of a team “making the field” as paramount against other teams having excess players and/or their specific desire to win. The ‘Common Sense’ rule is to also apply — e.g. if one team is desperate for a win to make the finals and the other has no/little chance, the Club Executive will decide if “topping up” should apply, so be organised early!!

Topping Up is “in no way” designed for teams to attract the better players of other teams.



The coach from the team requiring players will nominate the required amount of players from the pre-chosen and agreed panel to move up; sideways or down for a week. The coach of the team requesting players is not to indicate ANY REFERENCE AT ALL for names, but merely the number of players required. Three players is the maximum any one team would be 'expected' to shed plus all players Rostered off to play that week.

If teams from the same age group have significantly different player numbers the coaches of all affected teams will be requested to even the playing numbers. They will request volunteers from the players and/or their parents to permanently move to the other team.

If the coaches fail to agree, the Director of Football in consultation with the coaches and parents, may allocate players to individual teams or instruct either team to set up a player roster-off system in line with the Minimum Game Time Policy and instruct coaches to top up players from the other team should team numbers on any game day fall below those outlined in the Park Orchards North Ringwood Parish Junior Football Club - Minimum Game Time Policy.

We have many teams and one club. It is the intention that every registered player get to play football each week, learn the game and test their abilities in an arena that puts them to the test.