

MORDIALLOC-BRAESIDE JUNIOR FOOTBALL CLUB



ADOPTED 17th OCTOBER 2011

The Mighty Red and Whites

Player Placement Policy

(1) Introduction

The Mordialloc-Braeside Junior Football Club has adopted the following Player Placement policies, in order to ensure that the club philosophy with respect to the club's role in the community is met.

Player Placement refers to the selection of players into teams at the commencement of each year, or where appropriate, during the season. It also refers to temporary placement of players in teams, where numbers are required in an age group higher than the player's current age group for a few games per year.

These policies address age, skill level, development opportunities, level of participation and enjoyment of all playing members.

(2) Definitions

Current Age Group: refers to the lowest age group that a player may be eligible to play. i.e. if a player turns 13 during the current year, then the player's current age group for that year is Under 13. (Ages are calculated as at Jan 1).

Optimum Numbers: refers to the ideal size of a team, which allows for high playing time, but also provides enough players to cover interchange players, injuries, illness and holidays. Optimum Numbers does not refer to a maximum number of players per team.

Streaming: This is a method for selecting players into teams, where there are more than one team per age group. This method ranks players in order, and places the top ranked players into one team, and the next ranked players into the next team and so on.

(3) Principles underlying the Player Placement policies

The following Club principles underlie the Player placement policies, and all policies are designed to meet these principles. These principles are:

- (3.1) To encourage as many children as possible in our local community to play Australian Rules Football,
- (3.2) To optimise the amount of game time that each player plays. The optimum number of players is 22/23 per team, to optimise player time.
- (3.3) Teams should be as competitive as possible in their selected division.
- (3.4) Players should play where they have a better chance to develop
- (3.5) Winning premierships or lightning premierships is not more important than principles (3.1) & (3.2)
- (3.6) The club does not agree with streaming for teams in Under 9, 10, 11 and 12. The club does however recognise that the SMJFL divides its older age groups into divisions which are ranked according to some skill level. As such the club, in line with the SMJFL and principles (3.3) and (3.4) will stream players for teams in Under 13 and above where more than one team per age group is required.
- (3.7) Players may be moved at the commencement of any season or up until the SMJFL cut off for player movement, in order to meet these principles.
- (3.8) Friendships will be a consideration for players in teams in Under 9, 10, 11 and 12, based on philosophy that children play for enjoyment.
- (3.9) The team make up for Under 9, 10, 11 and 12 will not be recreated from scratch each year, and is expected to be based on the teams from the previous year. It is expected that movements are only made to meet principles (3.2, 3.3 & 3.4).
- (3.10) Players should not expect to remain in the same group of players each year.

(3.11) Player selection to different teams should be regarded as an opportunity to develop, experience diversity, and players should be encouraged to adapt to, and enjoy the change.

(4) The Player Placement Policies

The following are the Club's Player Placement policies:

(4.1) Age placement – assignment of players to teams for the year:

- (4.1.1) Players will be assigned to teams within their current age group, irrespective of where they have previously been assigned, or other factors.
- (4.1.2) Players may be asked, or may apply to be assigned to a team in an age group above the player's current age group, where the following occurs:
 - (4.1.2.1.) The older age Group team requires more players to meet the optimum player numbers for a team, AND
 - (4.1.2.2) The assignment makes the current age group from where the player is moving closer to optimum numbers.
 - (4.1.2.3) The age group is no more than one age level above the players current age group, AND
 - (4.1.2.4.) Parent Consent to play in the older age group is provided to the club, AND
 - (4.1.2.5) The player is judged by the Match Committee to be capable of playing in the older age group. Consideration of the introduction of tackling at Under 11 will especially be considered.
- (4.1.3) Players will not be assigned to an age group more than one age level above their eligible age.

(4.2) Age Placement - Playing out of age group temporarily:

- (4.2.1) Players may be asked, and may apply to play for a team above the player's current age group on a match by match basis, where:
 - (4.2.1.1) The older age Group team requires more players to meet the optimum player numbers for a team, AND
 - (4.2.1.2) The assignment makes the current age group from where the player is moving closer to optimum numbers.
 - (4.2.1.3) The age group is no more than two age levels above the players current age group, AND
 - (4.2.1.4.) Parent Consent to play in the older age group is provided to the club, AND
 - (4.2.1.5) The player is judged by the coaches of both teams to be capable of playing in the older age group. Consideration of the introduction of tackling at Under 11 will especially be considered.
- (4.2.2) where the player plays temporarily in more than one match per weekend, this should be also agreed by both coaches and Team Managers, to ensure that the player is not subject to excessive physical duress.
- (4.2.3) Players may not play in an age group temporarily more than two age levels above their eligible age, under any circumstance.

(4.3) The numbers of players per team

(4.3.1) To maximise the number of players participating, and the amount of time that each player plays, the club will make every effort to field the number of teams to reach the optimum number of players for each team. Teams will be split and re-arranged in order to meet this optimum number.

(4.3.1.1) the following guidelines will be used to determine the number of teams per age group:

(4.3.1.1.1) up to 24 players – one team – this is the optimum number.

(4.3.1.1.2) 25 – 30 players – one team – in this case, the club will move players across age groups, either permanently or temporarily, according to these policies. If this is not possible a fair and equitable roster system will be put in place in order to meet optimum numbers.

(4.3.1.1.3) 30 - 40 players – two teams – in this case, the club will move players across age groups, either permanently or temporarily, according to these policies, and in order to meet optimum numbers.

(4.3.1.1.4) 40 - 46 players – two teams – this is the optimum number of players for two teams.

(4.3.1.1.5) over 47 players – two teams - in this case, the club will move players across age groups, either permanently or temporarily, according to these policies. If this is not possible a fair and equitable roster system will be put in place in order to meet optimum numbers.

(4.3.1.1.6) where there is a possibility of more than two teams, the same guidelines as applied to one and two teams will be applied.

(4.4) Streaming:

(4.4.1) The club will not stream teams in Under 9, 10, 11 and 12 according to the level of skill of the players. Teams will not be made up according to streaming principles.

(4.4.2) The club does recognise that the SMJFL divides its competition into divisions which are ranked according to some skill level and will stream players for Teams in Under 13 and above where more than one team per age group is required.

(4.4.3.) The club will consider the divisions that each age group team is participating when determining the team groupings per age group.

(4.5) Team groupings:

(4.5.1) The Match Committee will determine and advise the under 9, 10, 11 and 12 teams to players and parents, as close to the completion of registration days as possible, and before the first training session, provided the number of registered players clearly indicates whether one, two or more teams will be assigned to each age group. Under 13's and above will be advised once any streaming processes have been completed.

This will be done according to:

(4.5.2.1) the number required to meet the optimum numbers in each team, and according to these policies.

(4.5.2.2) the division which the selected teams will be playing. (A bias of strength will be given to teams in a higher division. This will be done for teams in Under 13 and above. For teams in Under 9, 10, 11 and 12, it is not expected that balancing of the teams to meet division differences will be required).

- (4.5.2.3) The grouping for teams in Under 9, 10, 11 and 12 will be performed to provide teams with a variety of players with diverse degrees of skill, ability and confidence.
 - (4.5.2.4) Consideration will be given to peer connection, i.e. existing friendships, siblings, school groupings for younger age players, but not contrary to the policies (4.5.2.1), (4.5.2.2) and (4.5.2.3).
 - (4.5.2.5) Team groupings will not be recreated each year, but rather variations on previous years may be applied, in order to meet these policies.
 - (4.5.2.6) Players will be selected in teams where the Match Committee determines that they have the best opportunity to develop, according to their skill level, confidence and physical ability.
- (4.5.3) Given that final age group numbers may not be known until close to the start of the season, team groupings may be subject to change up until the SMJFL cut off for player movement. Any changes up until this time will be in accordance with these policies and principles.
- (4.5.4) The Match Committee's decision on team groupings will be final.