

MORDIALLOC-BRAESIDE JUNIOR FOOTBALL CLUB



Updated February 2014

The Mighty Red and Whites

Player Placement Policy

(1) Introduction

The Mordialloc-Braeside Junior Football Club has adopted the following Player Placement policy 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 from under 13 onwards 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 policy. 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 per team is 25.
- (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 carnivals is not more important than principles (3.1) & (3.2).
- (3.6) Friendships need to be considered, based on philosophy that children play for enjoyment.
- (3.7) The team make up will not be recreated from scratch each year, and where possible will be based on the core playing list from the team's previous year. It is expected that movements are made to meet these principles only.
- (3.8) Players should not expect to remain in the same group of players each year.
- (3.9) Player selection to different teams should be regarded as an opportunity to 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 full season:

- (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; AND
 - (4.1.2.3) The age group is no more than two age levels above the players current age group, AND
 - (4.1.2.4.) Parental 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 two age levels 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; AND
 - (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.) Parental 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, Team Managers and the Match Committee, 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.
- (4.2.4) Players may only play one game in any age group per week.

(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, and 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, and in order to meet optimum numbers

(4.3.1.1.6) where there is a possibility of 3 teams, the same guidelines referred to above will be applied.

(4.4) Streaming:

(4.4.1) The Club will not stream teams in the under 8 – under 12 ages according to the level of skill of the players. Teams in under 8 – under 12 ages are not subject 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.

(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 teams, players and parents, as close to the first training session, the number of teams in each age group.

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 (where known), but this shall not be performed on a streaming basis. Streaming will be done for teams in Under 13 and above.

(4.5.2.3) The grouping 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 4.5.2.2 and 4.5.2.3
- (4.5.2.5) Team groupings will not be recreated each year, but rather variations on previous years will 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 fourth game. Any changes up until this time will be in accordance with these policies and principles.
- (4.5.4) Written submissions regarding player placement can be made to the Match Committee but their decision on team groupings will be final.