



Junior Player Selection Policy

The Club will attempt to establish competitive teams in each division in which the club is represented. Based on the number of players each season, each team will have the same number of players or as close to the same number of players as is possible. The Club's aim is to not exceed 24 players per team in each age division, however exceptions may occur some age groups as the Club seeks to balance team numbers with an opportunity for young people to participate in football, and other areas such as siblings and friendships.

- **Division A:** It is recognised that the RDFL competition is designed so that Division A becomes the strongest division. As such this team will be the selected as the strongest team in the age group, comprised mostly of upper aged players, who are experienced in the age group, however selection will be moderated by the sibling and player friendship principles of the club (discussed below).
- **Division C:** Will be comprised mostly of the youngest players in the age group, who are developing their skills. However selection will be moderated by the sibling and player friendship principles of the Club (discussed below).
- **Division B:** Generally comprised of upper age players who are still developing their skills in the age group or younger aged players not selected for Div A or C, moderated by ability, sibling and player friendship principles of the club (discussed below).

Team Selection

- The Club will establish a panel to oversee team selection. This panel will be chaired by the coaches' coordinator.
- In consultation with coaches the panel will recommend the team selection to the Committee. Consultation with some families may be required in order to make the final recommendations. The Committee will ratify the recommendation.
- Team Selection will endeavor to ensure that an **equal number of players are selected into each division** for each age group. Where total player numbers in the age group do not allow an even number of players to be selected into each division within the age group, team selection will ensure that player numbers in each division are as close to equal as possible. The Club recognises that from time to time this may cause conflict with Sibling and Friendship principles discussed below. Issues in this area will be referred to the Club Executive for recommendation and approval. A member of the Executive may request a meeting with the Player and their parents to arrive at a mutually acceptable outcome.
- Generally, Under 16 players participating in developmental squads will only be selected to Division A. Extenuating circumstances may exist and these will be considered on a case by case basis.

Player Movement - General Principles.

Once selected, players in the Under 10's, 12's and 14's will remain in that Division for the season, unless there is an obvious anomaly or other extenuating factor. The Club may consider movement of a player during the season if an imbalance in player numbers has occurred between the Divisions.

The Club recognises that it may be necessary for players to move between teams and divisions on a temporary round by round basis in order to balance team numbers on match day.

Temporary movement of players during the home and away season will only be allowed to help achieve the best possible balance of player numbers on match day, and will only allowed where all affected coaches, the players, and players parents, have been informed of, and consent to the movement. Player Movement is discussed in more detail below.

Sibling Principle.

The Club will attempt to accommodate siblings during the selection process. If in the opinion of the Club, two or more children from the same family should play in different divisions, the family will be consulted and the advantages and disadvantages and options discussed. Unless extenuating circumstances exist, the family will be asked to accept the Club's decision, however the Club may revise its decision following these discussions, and will make all reasonable attempts to provide the family with a satisfactory alternative.



Friendship Principle.

In regard to children's sport, it is recognised that children enjoy playing with their friends, however it is the Clubs aim to create an environment where new friendships are formed and where team spirit flourishes. The Club recognises that existing friendships are crucial to some children's confidence and self esteem and may consider friendships as a factor in the selection process.

Other factors.

- All team selections at the commencement of the year are subject to the final approval of the Committee.
- Parents and players are asked to recognise that selecting up to 13 teams from approximately 300 players is a difficult and time consuming task and whilst personal preferences may be taken into account, they may not always be accommodated.
- Any team changes can only occur with the approval of the coaches' coordinator and Committee.

Player Movement Between Divisions- Home and Away Rounds.

Generally, player movement between divisions on a home and away round by round basis will only be considered where;-

- A team has 18 or less players available on match day, or
- Where one or more teams has a full bench or has players rostered off, and another team does not have a bench, or
- A team has a significantly reduced bench and one or more teams has a full bench, or close to a full bench.

For the purpose of clarity;-

- A full bench is the maximum number of players permitted on the bench in accordance with the current league rules at that time (generally 6 players on the bench).
- A significantly reduced bench is no bench (ie only 18 players), or a bench comprising only one or two players.

The overriding principle is one of 'fairness'. The Club considers it unfair that a team should be required to play undermanned when other team(s) have multiple players on the bench. Player movement between divisions will not be permitted simply because the game may be seen by some as a "must win" game.

Player Movement Between Divisions- Stacking Sides.

The league is strongly opposed to any Club stacking sides by moving more skillful players into lower divisions. The Club fully supports the league on this issue and does not condone and will not tolerate player movement that can be considered "stacking" a side.

To avoid this issue, coaches must adhere to the Division A, B and C principles outlined above.

For clarity, movement of a skilled player from Division A to Division B or C, or from Division B to Division C will not be permitted. All other proposed player movement must consider the players age, general football skills, and ability to actively participate in the match at an appropriate level.

Players participating in development programs or league representative squads will typically be playing in Division A, and therefore will not be available for movement to Division B or Division C.

Player Movement Between Age Groups – Home and Away Rounds.

Generally, player movement between age groups will not be permitted, however the Club recognises that some players from younger age groups may be capable of playing in an older age group.

A coaches primary responsibility is to the age group and division in which the player was selected and normally plays. A player may only be considered for inclusion in a match for an older age group where;-



- The player completes the match in their normal age group on the day, and is asked to play in an older age group to balance player numbers, or
- The player would be rostered off on that day for the match in which the player would normally play (would only occur where there are excess player numbers in a particular division), or
- There is a bye round for the younger age group and division.

Player movement into a younger age group will only be considered where the player is of an age that they are eligible to play in that age group, and where extenuating circumstances exist. To avoid conflict, players can not be selected into a younger age group without Committee approval.

In all cases of player movement between age groups, coaches must be fully aware of league rules governing the number of games a player is permitted to play on any weekend.

Player Movement – Maximum Number Of Games.

To protect player physical development, the Club will **not** permit a player to play more than two (2) matches in a consecutive three day period. This includes all football matches including school football, league representative matches and developmental matches (ie Calder Cannons, Western Jets, etc). Coaches must also be full conversant with the league rules governing the number of games a player is permitted to play in a given timeframe.

Player Movement – Club Best and Fairest Votes.

The Club recognises that ad-hoc player movement to balance team numbers on match day may have an adverse effect on the players Best and Fairest vote tally. **The Club emphasises that voting considerations should not be the primary factor when considering player movement**, however the Club recognises that a potential issue does exist in this area.

Therefore, where a player participates in a match for a team that is not the normal team for that player, the following Club Best and Fairest voting rules will apply in addition to usual match day Best and Fairest voting rules;-

1. Where the player plays for their normal team, and participates in a match for another team on the same day, only votes from the players normal team will be added to the players vote tally.
2. Where a player only plays one match for any team on a given weekend, and that team is not the normal or usual team for that player, any Club Best and Fairest votes polled by that player in that match will remain with the player and count towards the players Club Best and Fairest vote tally in their normal or usual team.
3. A players normal or usual team will be the team with which the player plays the most number of home and away matches during the season.
4. Where a player has played an equal number of home and away matches for more than one team during the season, the Club Best and Fairest voting will apply to the team the player was selected into at the start of the season.
5. A player can only be awarded Club Best and Fairest, or Club Best and Fairest Runner Up in one team.
6. Players are only eligible for Coaches awards in their normal or usual team.

The Coach and Team Manager of the team the player is playing for will be responsible for ensuring Best and Fairest voting is applied in accordance with this policy, and will ensure the Coach and Team Manager of the players normal or usual team is informed of any votes polled by that player which remain with the player in accordance with rule 2 above, as soon as practical following the game.

Player Movement – Finals.

Player movement during finals matches will only be allowed in accordance with league rules.

No other player movement during finals matches will be allowed.