



## Playing Time & Team Selection Policy

This policy takes effect from season 2011/12 and applies to all TV players and teams, at all age groups.

The prime objectives of TVYFC are player development (including social development), inclusion and enjoyment. Whilst we would like all our teams to win as many games as possible, this will always be secondary to our prime objectives, particularly at the younger age groups.

The FA has identified the 5-11 age range as the key 'learning' period for player development. Their strategy for long term player development is based around the 'four corners' model, these being social, technical, physiological and physical. At TVYFC players should be provided with the opportunity to develop in all of these areas, regardless of ability.

The FA blueprint for football development 'The Future Game' recommends that at the 5-11 age range all players be given (roughly) equal game time in each game. At these ages it should not matter what the result is at the end of a game, only what difference that game has made to an individual player's development, regardless of their ability.

TVYFC supports the FA approach and this policy endeavours to set out how this will be applied in practice through the various TVYFC age ranges from U6 to Youth (U18), whilst balancing this with the more 'competitive' element to matches that comes to the fore as players move up through the age ranges and also the simple practicalities of 'logging' player game time and managing multiple substitutions in a match situation.

### Summary

Age Range	TVYFC Playing Time	Comments
Up to U8	Roughly equal for all players	FA guidance is that all team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.
U9 & U10	At least ½ of the game for each player	FA guidance is that all team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.
U11 & U12	At least ½ of the game for each player	FA guidance is that all team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.
U13 & U14	Minimum of (roughly) 30 minutes per player	No FA guidance
U15 & U16	Recommendation is for a minimum of (roughly) 30 minutes per player, but the Manager may deviate from this where specific match conditions dictate, however no player shall be an unused substitute	No FA guidance.
U17 & U18	At Manager's discretion, however no player shall be an unused substitute	No FA guidance

The table above is very much a high level summary only; the detail of this policy is set out in the subsequent sections.



## **Playing Time & Team Selection Policy**

### **Ages up to U8**

At this age players are primarily undertaking training, 'internal' mini-games and, at U7 and U8, involvement in the JJB Tournament and end of season Festivals.

Playing time – at this age all players shall receive (roughly) equal playing time in any game and no player shall have to start a disproportionate number of games as substitute.

Squad selection – at this age the players are very much part of an age-group rather than a particular team. Where 'squads' are necessary (e.g. for the JJB tournament) these will be fluid and subject to change by the Club on a regular basis to best promote player development and social interaction.

TVYFC does not operate a traditional 'A' team / 'B' team approach at U7 and U8 – where these designations are given by others (e.g. in the scheduling of games at the JJB) they will be used primarily for 'organisational' purposes. Given that some other Clubs however do operate an A/B team arrangement, it may be appropriate that squads for the JJB for any given session are arranged such that a squad likely to be playing against primarily 'A' team opponents contains the stronger TVYFC players.

Positions – players shall experience playing in the range of different positions at these ages. Even players who express a strong preference to play in goal shall be given regular time in outfield positions and others asked to have time in goal.

### **U8 to U9 transition**

During the second half of the U8 year, players will start to be grouped into the teams they will play in for League games at U9.

The League normally operates 4 or 5 fixture groups at the U9 (and U10) ages and inevitably there will be a higher standard of football played in the higher fixture groups. Where a Club has multiple teams, the League will always place these in different groups and so we are likely to end up with (say) a team in group 2, a team in group 3 and a team in group 5.

The arrangement of the squads has to acknowledge this and therefore these will be arranged by the Club to create a 'stronger' squad to play in the higher group. This will be done on a balance of ability and developmental need, whilst trying to respect friendships and practical issues (e.g. lifts) where practical.

Once formed the squads for the U9 season will be asked to give themselves a team name (e.g. Lions, Tigers etc.). 'A', 'B', 'C' etc. designations will not be given to teams by the Club.

### **U9 and U10 (7 v 7)**

At these ages the teams play mini-soccer 7 v 7 games, generally of 3 x 20 minute periods. The U9's and U10's play Development (friendly) games but with some form of competitive competition in the second half of the season; this may be a knockout Cup or a 'Europa League' type arrangement.

Squad selection – the Club may look to move players between teams between or during the U9 and U10 seasons, where there is a clear development basis for doing so. Managers should actively



## **Playing Time & Team Selection Policy**

support movement between teams where it is in the best developmental interests of a player and we would ask parents to do the same.

Playing time – at this age all players shall be given the opportunity to play a minimum of ½ of the game. In addition, no player shall have to start a disproportionate number of games as substitute.

Positions – players shall experience playing in the range of different positions over the U9/U10 period. Even players who express a strong preference to play in goal shall be given some time in outfield positions on occasion and others be asked to have time in goal.

### **U10 to U11 transition**

Between U10 and U11 there is likely to be a need to reduce the number of TV teams in order to have large enough squads for 9-a-side football at U11.

The Club will work with the team managers in order to determine how best to allocate players into the new teams. Acknowledging the increased competition that exists at 9-a-side football this allocation will need to produce a 'stronger' team that is better able to cope in a higher fixture group. This re-allocation will therefore be done on a balance of ability and developmental need, whilst trying to respect existing groupings where practical. Managers should actively support movement between teams where it is in the best developmental interests of a player and we would ask parents to do the same.

Once formed the teams for the U11 season will be asked to give themselves a new team names (e.g. Lions, Tigers etc.). 'A', 'B', 'C' etc. designations will not be given to teams.

### **U11 & U12 (9 v 9)**

At this age group the teams play 9 v 9, with 'full' rules (e.g. offside applies), 3 x 20 minutes halves at U11 and 2 x 30 at U12.

Squad selection – the Club may look to move players between teams between or during the U11 and U12 seasons, where there is a clear development basis for doing so. Managers should actively support movement between teams where it is in the best developmental interests of a player and we would ask parents to do the same.

Playing time – at this age all players shall be given the opportunity play a minimum of ½ each game and no player shall start a disproportionate number of games as substitute.

Positions – positions will start to become more fixed over the course of the U11/U12 period, including having a dedicated goalkeeper if there is a player willing to take this on as a permanent role. Players should still be given the opportunity to experience different positions on occasion.



## **Playing Time & Team Selection Policy**

### **U12 to U13 transition**

Between U12 and U13 there is likely to be a need to reduce the number of TV teams in order to have large enough squads for 11-a-side football at U13.

The Club will work with the team managers in order to determine how best to allocate players into the new teams. This allocation will need to produce a 'stronger' team that is better able to cope in a higher division. This re-allocation will therefore be done on a balance of ability and developmental need, whilst trying to respect existing groupings where practical. Managers should actively support movement between teams where it is in the best developmental interests of a player and we would ask parents to do the same.

Once formed the teams for the U13 season will be asked to give themselves a new team name (e.g. Lions, Tigers etc.). 'A', 'B', 'C' etc. designations will not be given to teams.

This will generally be the last significant rearrangement of teams.

### **U13 & U14 (11 v 11)**

Teams are now playing full 11 v 11 football. U13's and U14's play 2 x 35 minutes.

Playing time – at this age all players shall normally have the opportunity to play a minimum of (roughly) 30 minutes of each game and no player shall normally have to start as substitute on a continual basis. Behaviour and application and attendance at training will however begin to influence selection of the starting eleven at these age groups.

Positions – at U13 and upwards positions will become largely fixed.

### **U15 & U16**

U15's and U16's play 2 x 40 minutes.

At this age, selection and playing time will be determined by the team manager, influenced by number of factors, including ability, behaviour, attendance and effort at training and match dynamics 'on the day'. In general however, TVYFC recommend that no player should normally get less than (roughly) 30 minutes of each game and no player should normally have to start as substitute on a continual basis. Managers may deviate from this where specific match conditions dictate, however no player shall be an unused substitute.

### **Youth (U17 & U18)**

At this age, selection and playing time will be at the team manager's discretion. This may be based on a number of factors, including ability, behaviour, attendance and effort at training and match dynamics 'on the day'. No player shall be an unused substitute however. The team manager should make their selection criteria known to the squad at the outset of the season



## **Playing Time & Team Selection Policy**

### **Exceptions**

There may be certain situations where deviations from this Policy may be appropriate. For example a new player with little/no experience of competitive football joining an established U12 team may benefit more from being introduced into league matches with a progressively increasing amount of game time over a number of weeks rather than playing 30 minutes in their first game. Such deviations should only occur however when this is clearly in the best interests of the player and with prior discussion with the player and/or parents.

### **Disciplinary Procedures**

The Club disciplinary procedures (refer the Club Disciplinary Policy document) allow suspension by the team manager of players from matches in certain situations and may also require their removal from the field of play.

No player at U11 or below however shall be suspended by a team manager without the prior agreement of the Club Secretary or the Club Welfare Officer.

Restriction of playing time on a match-day (as distinct from full suspension from a match) is not to be used as a sanction by team managers for misbehaviour at training at U11 or below without the prior agreement of the Club Secretary or the Club Welfare Officer.