

TRAINING & TEAM SELECTION GUIDELINES 1.1

Purpose:

The DCWFC has adopted these guidelines which outlines what the club aims to achieve with team selection across all age groups and divisions.

This document has been developed using AFL Victoria Team Selection Policy Guidelines. The document provides the framework that will guide coaches, players, parents and the committee in ensuring the objectives of the policy are met and that each player is given the appropriate opportunity to actively participate and enjoy their participation in Australian Rules football at our club.

Team Selection Objectives:

The DCWFC aims to provide an environment that nurtures and develops all players. The club will not discriminate on the basis of ability, sex or religion.

The objectives of the team selection process are:

- To provide players every possible opportunity to reach their maximum potential.
- To ensure that the selection policy applies equally to all players.
- To aim for continuous improvement of all players and teams.
- To maintain open lines of communication and co-operation between coaches, players, parents and committee.
- To provide an environment that instils pride in our club and demonstrates respect of our opponents, umpires and the community in general.

Reviewed: November 2024

To have in place a suitable process to handle issues arising from the team selection process.

The Club requires all appointed Coaches to adhere to the following guidelines as far as practicable.



Training – All age groups:

Pre-Season Nov & Dec:

To promote a one club philosophy. Where possible, we should combine teams to train together to enhance player development, a great Club culture and create a great family community environment.

An example of this is:

- The U16's, U18's & Seniors train as one squad.
- The U12's & U14's train together.
- The U10's can join with the U12's & U14's depending on numbers and abilities.

The Football Operations Manager needs to work with all Coaches to facilitate this and make sure all players, coaches and parents are comfortable with this approach due to abilities and capabilities.

Pre-Season Jan - Feb:

Teams will train in their age groups but following the guidelines throughout this policy.

In Season:

To promote a one Club philosophy. Where there are multiple teams in the same age group, the Club promotes that these teams shall train together as a squad on the same night for a minimum of 30 minutes. This includes starting the session (warming up / stretching) and finishing the session (cooling down / stretching) together.

Coaches can break up players into groups for specialised training and/or drills. However intra-club matches should be between two evenly balanced sides and not for example a division 1 team vs a division 2 team.

Reasons:

- Players are able to judge their ability and improvement against their peers.
- Coaches are also able to judge players potential & improvement.
- Players get to know team's style of play.
- Assist with player rotations.
- Eliminates the "them & us" mentality i.e. helps develop a "One-Club" philosophy



Team Selection Guidelines:

Under 12's & below:

In these age groups, the emphasis is placed on participation and enjoyment, while learning the basic skills and the nurturing of physical and emotional development and well-being.

Where two sides are formed in the same age group, regardless of their divisional standing, it is the wish of the Club that the two sides will be selected by the Football Operations Manager in consultation with the Coaches to form two teams. First preference is to arrange teams by top and bottom ages.

Where two sides are formed in the same age group and in the same division, it is the position of the Club that the two sides will be picked by the Coaches to form two 'equally competitive teams for that division. The Football Operations Manager will assist the Coaches select the sides if required.

In doing so the Football Operations Manager and Coaches may consider the following:

- Schools attended
- Known friendships
- Continued development of each player, no matter their ability
- Consideration of player size, strengths, weaknesses and skills so that a reasonable balance can be achieved in the individual team selection and positioning

To assist in maintaining the above guidelines both Coaches need to assess and continually review each player's stage of physical development, level of skill and understanding of the game.

During the course of the home and way season each player is to be rotated through positions so that they can gain experience and learn how to play each position (i.e. Forwards, Backs, & Midfield). Further, the same player(s) are not to start on the interchange bench each week.

Our Club believes that all players shall be treated equally and in doing so believe that each player is entitled to a minimum of three quarters of playing time per game.

Grading Guidelines:

Under 14's to Under 18's:

The Club aspires to provide players the opportunity to play in the highest level within the league. A greater emphasis is placed upon individual and team performances. Where there is a single side in any age group selection of the side is the responsibility of the appointed coach.

Our club believes that all players shall be treated equally and in doing so believe that each player is entitled to a minimum of three quarters of playing time per game.

Multiple teams in the same age group:

First preference is to arrange teams by top and bottom ages. Where multiple sides are formed in the same age group and in different divisions, the Football Operations Manager in consultation with the Coaches are empowered to select teams based on the Coaches judgment and will consider the following;

- perception of the player's abilities based on the division the team is playing in
- potential of the player
- physical development



- players attitude
- players commitment
- player's adherence to relative Codes of Conduct
- player's adherence to team rules
- player's attendance at training
- and the need for team balance

When two sides are formed in the same age group and in the same division, it is the position of the Club that the two sides will be picked by the Coaches to form two equally competitive teams for that division. The Football Operations Manager will assist the Coaches to select the sides.

Team Selection:

Following practice matches and before the first NFNL grading match, initial squads will be developed based on the selection criteria listed above.

The coaching staff from both teams will work collaboratively during this process to ensure that each player can participate to their potential. Team selection will take place for each of the first four grading rounds within the following guidelines:

- Rotate no more than 2 players each week between divisions (if required).
- To assist in maintaining the above guidelines both Coaches need to assess and continually review each player's stage of physical development, level of skill and understanding of the game.
- After the initial grading rounds the Football Operations Manager will continually review the competitiveness of both teams, and performances will be discussed with Coaches if and when required. Players development should be continually monitored
- It is a priority that Coaches DO NOT develop two separate teams within an age group.
- Where a player from a lower age group tops up in a higher age group the lower age group player should start the game in place of a player of the higher age group.
 - Consideration should be given to the "top up players welfare" as to their ability to play in that age group and commitments that the player has full field on that day.
- During the course of the home and away season each player is to be rotated through positions so that they can gain experience and learn how to play each position (i.e. forwards, backs, & midfield). Further, the same player(s) are not to start on the interchange bench each week.
- Assistant Coaches need to monitor the player rotations and keep records of such.
- Our club believes that all players shall be treated equally and in doing so believe that each player is entitled to the following playing time: minimum three quarters.



Finals Policy:

In the case where no more than 24 players have been used during the home and away season, the club does not differentiate team selection policy from home and away season to finals participation.

In the case where a team has more than 24 players available for the Finals, the coach must ensure that all available players receive at least one (1) quarter game time.

The team selection policy adopted throughout the season sets an expectation for both the participants and parents, and will not be altered during finals.

In the case where more than 24 players have been used in a team during the home and away season, a greater number than 24 may be utilised during finals matches, provided that each player is eligible to compete per the league eligibility criteria.

Poaching / Recruitment Statement:

The NFNL and its affiliated member clubs do not condone or permit the act of recruiting or offering individual incentives to junior players.

Any representative of an NFNL club including coaches, players, administrators, volunteers or employees who approach, actively attempt to recruit, or offer individual incentives of any kind to players will be deemed to have acted in a manner detrimental to the interest of competition and prejudicial to the game of Australian Football.

Upon receiving a formal complaint from any member club, the NFNL may impose penalties as it sees fit subject to the findings of the subsequent investigations.

Penalties may be in the form of fines, loss of competition points, suspensions, de-registration or disqualification from the NFNL competition.

All complaints will be dealt with per the NFNL complaints procedures. All findings will be circulated to all member clubs and AFL Victoria.

Please Note: This rule does not prevent the movement of players from one club to another, however does discourage the practice of club officials actively approaching children to move to other clubs.