

# Wagga Tigers Junior Football Netball Club ROTATIONS POLICY - Football

The purpose of this policy is to highlight the benefits of player positional changes in AFL and align player and parental expectations with coaching practice, by establishing a consistent approach across all teams within each age group.

Non-specialisation is a major of attraction of AFL at the junior level. Under NSW AFL rules there are mandatory rotations of players through the three playing zones (backs, midfield and forwards) for the Auskick Rookies, Pro's and Under 10 age groups. Players do begin to specialise more as they get older, but versatility remains an essential and attractive feature of AFL right through to the elite level.

To ensure all players continue to develop their skills in multiple positions the WTFNC has developed the following coaching guidelines for the respective age groups. Coaches are required to adhere to these guidelines throughout each season:

## **Auskick Rookies - Under 10**

Auskick Rookies, Pro's and under 10: all players rotated through all three zones every game (minimum of one quarter of playing time per zone). This is consistent with the modified rules for these age groups.

#### Under 11 - Under 12

Under 11 and under 12: all players should be rotated through backs, midfield and forwards over a two to three game period (i.e. given an opportunity to play in different positions every few weeks).

All players must get at least three full quarters of playing time every game and an equal amount of playing time over the course of the season, numbers permitting.

## Under 13 – Under 15

As players mature they may spend more time playing in a primary position, but they still need to play multiple positions throughout the course of the season. We know children all develop and mature differently. For example, some kids may be tall at age 12 but midsized by age 15. If experienced in a range of positions, they will adapt far more easily to this change in relative body size. The elite development programs (Swans Academy and Giants Academy) also expect versatility from players. It is expected that coaches rotate players through a minimum of 2 playing zones (backs, midfield and forwards) in a 2 to 3 game period.

COACHES PLEASE NOTE the term rotate means starting a player in the position at the beginning of a game, not moving a player into a position for the last quarter when the game has been won (i.e. you need to know as a coach how a player responds to the challenge of playing in a position when the game is in the balance not when the result has been determined).

All players are to average at least three quarters of playing time per week for home and away games if numbers permit.

All players are to average at least 2 quarters of playing time per week in finals games.

PLEASE NOTE ALL TEAMS IN FINALS CONTENTION -The policy in regard to positional rotations for the final home and away game as well as all finals games is at the coach's discretion.

# Summary

- Kids enjoy playing multiple positions. It maintains their interest and level of stimulation.
- Regular positional changes improve our player's and our team's adaptability and versatility. Everyone benefits.
- Equitable rotations and playing time is critical for the long-term strength of each age group, with healthy retention rates strongly correlated to equality of opportunity.
- Provides incentives for capable players to play in older divisions to assist the club and develop their football skills.
- These guidelines are minimum standards that must be upheld to ensure optimal development of every player, team and age group.
- If any parent has any concerns regarding their child on game day feel free to consult the relevant coach or team manager in the presence of the club President or Coaching Coordinator.

THIS MUST NOT BE DONE ON GAME DAY BUT AT A CONVENIENT TIME, IN A PRIVATE & COURTEOUS MANNER.

You must approach the club President to arrange such a time.