



Olinda Ferny Creek Junior Football Club

Player Development Policy

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Revision History

Date	Version	Comments
2 September 2007	0.1 Draft	Initial draft for presentation to members at 2007 club AGM
26 October 2007	0.2 Draft	Refinements prior to distribution to applicants for coaching positions
24 January 2008	0.3 Draft	Changed name of award to Best Clubman
29 January 2008	1.0	Adopted by Committee
11 February 2009	1.1	Updates prior to 2009 season including new U/11 policies and revised awards and player pathways sections

Once formally adopted, all changes to this document are to be approved by the OFCJFC Committee.

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1 Audience

This document should be read by all players, parents, coaches and other officials of the OFCJFC.

The primary responsibility for implementation of the policies contained in this document rests with Coaches and Team Managers hence these officials should be most familiar with its contents. Additionally, an understanding of these policies is also seen to be required for all players and their parents. The club encourages parents of younger players to discuss this policy with their children from their first season with the club.

2 Related Documentation

This policy should be read in conjunction with the following OFCJFC documents:-

1. Mission Statement
2. Player Registration Policy
3. Player Management Policy (*to be developed*)

3 Introduction

As outlined in the club's Mission Statement, Olinda Ferny Creek Junior Football Club strives to inspire and develop all players' football skills and to promote positive personal values and a healthy lifestyle. To support the achievement of these objectives the club has developed the Player Development policies contained in this document.

These policies and guidelines cover those aspects of a player's participation at the club most relevant to the objective of player development. The policies are based on some foundation principles reflecting the key philosophies of the club as documented in the Mission Statement. These are identified in the following section.

The document contains sections relating to player selection, positioning and rotation, which are viewed as being most significant in terms of framing the opportunity provided to players to develop their skills in the match-day environment. Separate guidance is provided for Home and Away games and for Finals reflecting the slightly different emphasis that is generally attached to these two game-day situations.

Player responsibilities in relation to training are also defined, this being seen as a major component of the player development program offered by the club.

Other statements covering positions of responsibility within the playing group, player recognition, player development pathways and players participating above their registered age groups have also been included to provide guidance to officials, parents and players on these important subjects.

It is important to note that the evolution of this policy is a work in progress. The club expects that this policy shall continue to be adapted and refined with the benefit of the experience gained from the implementation of this policy over the coming seasons.

4 Background – Principles, Values, Philosophies

The OFCJFC seeks to promote and encourage active participation of its members at all times. This is the very heart and soul of our community-based, youth-focussed organisation.

Like all groups participating in an organised sporting competition, the club will always strive for success in our particular field of endeavour. However, reflecting the values articulated in the club's mission statement, where there is any potential conflict or tension between the pursuit of success on the field and the development of our players, our policies seek to strike the balance in favour of the latter rather than the former.

The concept of equity of opportunity for all of our players is another of the fundamental values held by the club. This is seen to be of great importance in encouraging our children not only to play Australian Rules football but also to actively participate in all aspects of club life both on and off the field.

As the understanding of the concept of equity varies with the level of development and maturity attained by children, in many cases the implementation of the concept in our policies also varies by age group. Where relevant, appropriate policy statements are defined for each age group reflecting the differing levels of players' physical, emotional and social maturity and needs that are typically encountered at that level.

In practice, these principles see the focus of 'equity' shift from quarter by quarter and week-by-week at the very youngest levels through to a broader, more long-term view delivered and managed over the course of the season as players progress through to the higher age groups. Additionally, as players progress through to higher age groups, emphasis on the simple 'participation' objective is reduced and increasing emphasis is placed on individual development and the sense of team and club.

These principles are reflected in the following broad 'age-based' statements, which form the basis of the club's Player Development policies:

- At the under 10 level, the focus is squarely upon broad participation and equity for all players every week.
 - Numbers are not capped and game time for individuals is traded off in favour of maximising the number of players involved each week.
 - As far as possible, equal playing opportunity is provided to all participants each week.
 - Young children are introduced to the skills and concepts of the game and encouraged to develop their confidence through participation in matches with modified rules and a reduced emphasis on competitive aspects and outcomes.
- At the Under 11 level, the game day emphasis remains on regular participation for all players.
 - Squad numbers are capped but at a reasonably high level. The entire squad is available to participate in every game.

- Equity of playing opportunity for all players each week is maintained.
 - The transition to a more traditional form of the game commences and matches are played with only minor modifications to the normal rules.
 - Players are introduced to an age-appropriate level of competition with games being played for premiership points and finals held at the end of the season.
 - Training focuses on continued development of players' self-confidence, skills and knowledge of the game.
- At the Under 12 level, wholesale regular participation continues to be favoured over maximising game time for individuals.
 - Squad numbers remain capped at the same high level as for Under 11s and the entire squad is available to participate in every game.
 - Equity of playing opportunity for all players each week is maintained.
 - Players are introduced to the framework of 'Areas' of the ground (backs, midfielders, forwards) used for development of individual skills.
 - Training focuses on individual skill development and game sense
 - Matches are played under normal rules and used as a part of the overall learning experience.
 - Players begin to develop a sense of team and club
- In the Under 14s, the emphasis starts to shift towards individual development and quality of game involvement.
 - Squad and game day numbers are capped a little tighter to provide coaches with greater flexibility to establish appropriate player development scenarios.
 - Equity of playing opportunity for all players is again maintained, however this is delivered and measured over the duration of the season.
 - Player lists are potentially restricted on a week-by-week basis with players rostered off where necessary.
 - The focus of training starts to shift towards implementation of team strategies and tactics and the role of the individual within these constructs.
- At the Under 16 level, further emphasis is placed upon development of the individual within the overall team framework
 - Squad and game day numbers remain capped at same level as Under 14s with players rostered off where necessary.
 - All players are to receive broadly equivalent game time however 'equity' is delivered and measured over the duration of the season.
 - Player development and specialisation starts to become more significant.
 - Team strategy, tactics and mental skills are refined
 - Players begin to take responsibility both collectively and individually for team performance outcomes.
 - Players start to develop an understanding of the competitive nature of weekly team selection.

The club's player development policies as described in this document are based upon the principles and philosophies outlined above.

5 Player Selection – Home and Away Rounds

5.1 General Selection Guidelines

The following guidelines will apply to player selection in OFCJFC junior teams:-

Age Group	Selection Guideline
Under 10s	All available players shall be selected every week
Under 11s	All available players shall be selected every week
Under 12s	All available players shall be selected every week
Under 14s	A maximum of 24 players shall be selected each week
Under 16s	A maximum of 24 players shall be selected each week

5.2 Squad Numbers Exceeding Numbers To Be Selected

In the Under 14 and Under 16 age groups, where the number of players registered in the squad exceeds 24, players will be rostered off as required to meet the limit of 24 to be selected each week. In this situation:

- All players in the squad are to be rostered off equitably throughout the season.
- Players are to be given the opportunity to nominate in advance any particular dates they will be unavailable and officials are to make every attempt to accommodate these absences when drawing up the roster of games to be missed. These dates will contribute to the players rostered off time.
- A player who is injured during a game and unable to continue playing in that game shall be deemed to have played that game. The resultant loss of game time is NOT counted as ‘rostered off’ time for that player.
- Where a player misses an entire game through injury, this game will be treated as being ‘rostered off’ time for the player.
- If a player who is rostered to play in a game fails to attend for that game without providing prior notice to the coach or team manager and the vacancy is unable to be filled at short notice, the player shall be deemed for rostering purposes to have played in that game.
- Players rostered off in any week are still an important part of the team and should make every effort to make themselves available for other duties to help team. Eg. Boundary umpire, Runner, Water Boy, Statistics etc
- Any unavoidable imbalance in rostering arising from uneven number of rounds in the season and / or players in the squad should be structured in favour of the top age players in the squad

6 Game Time, Positioning and Rotation – Home and Away Rounds

Note: This policy should be read in conjunction with the club's Training policy. It should be noted that failure to adhere to the Training policy may impact upon a player's game-day selection and on-field rotation.

The following set of statements represent the goals for player rotation and positioning for each particular age group. It is recognised that due to the dynamic and unpredictable nature of the game-day environment, coaches may not be able to achieve 100% compliance with all of these (sometimes competing) priorities in every single match. Coaches are, however, expected to honour the underlying intention of these statements at all times and to make every reasonable attempt to achieve these goals to the greatest extent possible. Providing this approach is consistently maintained, any minor week-to-week deviations from these guidelines would be expected to balance out over the course of the entire season.

The guidelines on player positioning and rotation for the higher age groups refer to 'areas' of the ground. For the purposes of this policy, the three areas of the ground are considered to be the Backline, Forward line and Midfield (including Centre line and on ball positions).

6.1 General Guidelines – All Age Groups

- Coaches are to ensure as far as possible that all players are effectively involved in the game whilst on the field. This is especially important in one-sided games and may require the coach to move players to different positions or areas to ensure players are given every opportunity to be involved in that game.

Owing to the shorter duration of the quarters, this is more of a concern for the younger age groups in particular. In higher age groups where quarters are longer and the ball generally moves faster around the ground, there is more chance of the ball spending time at both ends of ground throughout the playing intervals.

6.2 Under 10s

- All available players are to receive approximately equal game time each week
- All players are to be on the field before 1/2 time
- Players are to be placed into different positions during a game
- To ensure continuity of play, players should ideally only be rotated in the breaks between quarters
- Players are to be placed in all different positions over the course of the season

6.3 Under 11s

- All available players are to receive approximately equal game time each week
- All players are to be on the field before 1/2 time
- Players are to be placed in different positions from week to week

- To ensure continuity of play, players should ideally only be rotated in the breaks between quarters
- Players are to be placed in all different positions over the course of the season

6.4 Under 12s

- All available players are to receive approximately equal game time each week
- All players are to be on the field before 1/2 time
- Players are to be placed in different positions from week to week
- Players are to spend similar amounts of time in each of the three areas of the ground throughout the season
- Players are to gain experience in as many different positions as possible within each area of the ground over the season (within reason given players' physical stature etc)

6.5 Under 14s

- All selected players are to receive a minimum of 3 quarters of football in each of their allocated games
- All selected players are to be on the field before 1/2 time
- Players are to spend at least 25% of their allocated game time playing in each of the three areas of the ground over the course of the season
- Players are to gain experience in different positions within each of the three areas of the ground over the course of the season (within reason given players' physical stature etc)

6.6 Under 16s

- Each player is to average as close as possible to 3 quarters of football per game played as a minimum over the course of the home and away season.
- All selected players are to be on the field before 1/2 time
- Each player is to receive experience playing in a variety of positions and in all three areas of the ground over the season.
- Each player should play at least 8 quarters in each of the 3 areas of the ground throughout the season.

7 Selection, Game Time and Rotation – Finals

7.1 Principles Recognised

It is generally recognised that finals football is different from the home and away games. The policy governing player participation in finals will be based on the following principles:

- Each player in the squad will have contributed to the team making the finals and should be given the opportunity to experience finals football.

- With the exception of the single ‘double chance’ game that may be encountered in a finals series, all other finals are ‘knockout’ and the team must win these to progress to the next stage.
- Playing against the best opposition will require coaches to be provided with sufficient flexibility in terms of player game time, positions, rotations and match-ups to ensure a reasonable chance of success in the game.
- The finals policy will provide coaches of the U14 and U16 grades with greater scope to vary playing time and roles for individual players to reflect the increased player specialisation that takes place at these levels.
- In accordance with the guidance provided in the Training policy, when determining player selection and rotation strategies for finals, coaches may give preference to players who have adhered to training requirements and expectations throughout the year.
- No positional restrictions or constraints will be applied for finals games. Coaches are free to select players to play in positions that will best benefit the team.

7.2 General Guidelines – All Age Groups

- All available players are to be given an opportunity to play in each final played by a team.
- The coach should make reasonable endeavours to ensure that through their time spent on the ground and the position(s) played, all players have the opportunity to be effectively involved in each final played.
- All players are to be on the field before 1/2 time of each final played
- Coaches should discuss their plans regarding finals play with players and parents prior to the finals commencing to ensure expectations are clearly articulated and any potential questions or issues are addressed before the first final is played. The team should be given every chance to succeed in finals whilst still honouring the general spirit and intention of the selection and rotation policies applicable for finals in that age group.

7.3 Under 11s and Under 12s

- All players are to play a minimum of 2 quarters and are to be rotated through the bench at some stage of each final played.

7.4 Under 14s and Under 16s

- Minimum playing times for individuals shall be based upon the number of players available for selection in that game. Where 24 or less players are available, each player shall play a minimum of 2 quarters. Where more than 24 players are available for selection, each player shall play a minimum of one quarter of the game.

8 Players Filling In Teams Above Their Registered Age Group

The club recognises that there are situations when players from a lower age group may be requested to fill in for a team in the age group above which they are registered. This will generally only be done to help increase the numbers of players available in the higher age group. The following guidelines will apply to players playing in a team above that which they are registered in:-

- A player may only play above their registered age group with the prior consent of their parent or guardian.
- Only top age players in their registered age groups may play above their registered level
- A player may only play up to the next highest age group above the group that they are registered in.
- A player may not play up over their registered age group if this results in a child registered in the higher age group missing out on selection in that game.
- A player playing up in a higher age group may not receive any more time on the ground than any player from that age group who receives the least amount of time on the ground in that game.
- As players playing above their registered age groups are only expected to be filling in for that team to increase the number of players available on the day, minimum game time guidelines will not apply for these players. Coaches should, however, make every effort to give the child some time on the ground during the course of the game to reward and recognise their willingness to participate at that level.

9 Training

Training is an important aspect of a player's involvement in the football club as it is here that a player develops important physical, social and game playing skills. As such, the club expects all registered players to attend organised training sessions.

If a player is unable to attend training, it is the responsibility of the player, parent or guardian to advise a member of their team's coaching panel of the player's non-attendance **prior to training commencing** or, in exceptional circumstances, as soon as practicable after training has finished.

The club recognises that exceptional circumstances may arise from time to time which make it difficult for a player to attend training, arrive at the specified times and / or on certain days. In these instances, players, parents or guardians are expected to discuss their individual situation with team officials (coaches and team managers) and to make alternative training arrangements where possible.

A player's attitude at training is equally important, not only for that player's personal development, but also that of their teammates. All players are expected to respect their fellow teammates' desire to learn and participate at training, and to conduct themselves accordingly

Repeated failure to attend organised training sessions without prior knowledge or arrangement with coaching staff, or repeated inappropriate or unacceptable behaviour at training may result in a reduction or loss of playing time for that player, including finals where appropriate.

10 Positions of Responsibility

10.1 Captaincy - Under 10s, Under 11s and Under 12s

- The Captaincy position should be rotated weekly in the Under 10, Under 11 and Under 12 age groups.
- As the season is not long enough to provide all players with an opportunity to act as captain every year, preference shall be given to the eldest players in the playing group. i.e. The eldest 14 children shall receive a chance to captain their side once throughout the season. (Assuming a 14 round season)

10.2 Captaincy - Under 14s and Under 16s

- The coach of an Under 14 or Under 16 team may optionally nominate the captain on a seasonal, weekly or any other basis.
- Where the decision is made to rotate captaincy amongst members of the playing group, consideration should be given to the policy provision for Under 10s, Under 11s and Under 12s where preference is to be given to the elder players in the playing group.

11 Player Recognition and Awards

Three award programs are run by the club to recognise the efforts and achievements of players in each team:

1. Weekly awards are presented following the completion of each match for all age groups.
2. Best and Fairest awards are presented at the completion of the season based on votes awarded for each home and away match played by the teams in the Under 11 to Under 16 age groups.
3. Participation awards are presented at the completion of the season to each member of the Under 10 team and to all other players in the Under 11 to Under 16 teams who do not receive individual Best and Fairest awards.

The club also presents an Olinda-Ferny Creek Junior Football Club Values award each season and other awards on an ad-hoc basis to recognise significant achievements or service.

11.1 Weekly Awards

The club will supply weekly awards to each team for public presentation to players following the completion of each game.

Recipients of weekly awards are to be determined by the Coach and Team Manager.

Weekly awards are to be given to recognise and reward behaviour consistent with the club's mission, policies (including player development policy) and codes of conduct. Weekly awards may be presented as public recognition of any positive behaviour that the coach wishes to reinforce.

As a general rule, weekly awards should generally reflect effort and attitude, rather than focussing predominantly on ability.

Coaches should make every effort to ensure that awards are distributed approximately evenly amongst the playing group over the course of the entire season and must keep appropriate records of awards presented for verification purposes.

11.2 Best and Fairest Voting and Awards

At the completion of the playing season, the club presents a number of performance-based awards to players from each team in the Under 11 to Under 16 age groups. These awards are based on votes earned by players for their performances in home and away games during the season.

The following five awards are presented annually for each of these teams:

- Best and Fairest
- Runner Up Best and Fairest
- “Top Five” (3 awards)

The awards listed above shall be presented to the top 5 vote winners in each team (Under 11 to Under 16) for the season. The Best and Fairest and Runner Up Best and Fairest awards shall be presented to the players scoring the highest and second highest number of votes respectively. A Top Five award will be presented to the next three highest scoring players for the season.

An additional Coach's award may also be presented at the discretion of the team coaching staff. This award, if presented, is sponsored by the coach and may be presented as public recognition of any positive behaviours or performances that the coach wishes to recognise.

A Coach's award may only be presented for teams in the Under 11 to Under 16 age groups. This award is not strictly 'performance based' and should not be presented to a player who will be receiving one of the top 5 club awards as listed above.

11.2.1 Voting Procedure

Votes for the annual Best and Fairest player awards in each team from Under 11s to Under 16s are to be awarded for all home and away games played during the season. No votes are awarded for finals games.

Voting for the Best and Fairest awards is to reflect performance in that game. Votes are to be awarded on a 3-2-1 basis with the best player on the day receiving 3 votes.

Three sets of votes are to be awarded for each game – 1 set by the Coaching Staff, 1 set by a member of the club Committee and 1 set by a Parent of one of the participating players.

As far as possible, the Committee Members' and Parents' votes are to be rotated amongst different members of their respective groups from week to week.

It is the responsibility of the Team Manager to arrange for the distribution and collection of voting slips each week in accordance with these guidelines and to keep a record of the individuals completing voting slips each week throughout the season.

Completed voting slips are to be returned to the Team Manager immediately after the completion of each game. The Team Manager is to hand the three completed voting slips to the Secretary each week for safekeeping.

In order to promote a consistent understanding of the objective and process associated with the weekly votes, a simple voting guide should be distributed to the individuals completing the voting slips each week. See Appendix A of this document for an example that may be used for this purpose.

Votes for each team shall be counted by the club committee following completion of the last home and away round. All voting results (including both week to week votes and also the end of season tallies and margins) are to be held in confidence by those involved in the collection and counting of votes and should not be discussed with any other persons including players and / or parents.

11.3 Participation Awards

The club presents a participation award at the end of each season to all players not receiving an individual Best and Fairest award or Coach's award as described above. This includes all players from the Under 10 team and all other players in the Under 11 to Under 16 age groups who do not receive a performance-based award or Coach's award.

11.4 Club Values Award

The club will each year present a "Club Values" award to the player deemed by the committee to best represent the values and interests of the club throughout the season. The aim of this award is to foster and recognise positive behaviour by the young players at the club consistent with the club's stated mission and philosophies.

The Club Values award is not 'performance-based' and is not intended to serve as recognition of a player's de-facto status as the club's 'best player'.

The Club Values award will recognise a player's overall contribution to the club and may take into account any role or behaviour deemed valuable and worthy of commendation by the committee either on-and / or off the field.

For illustration purposes, examples of behaviours that may be taken into account in determination of this award may include:-

- Assistance to coaches, team managers or officials at training or on match days;
- Determination and persistence in the face of hardship or adversity;
- Leadership amongst a player's peers;
- Acting as a mentor or role model for younger players at the club;
- Representation of the club in a public capacity in a manner which reflects positively on the club;
- Etc.

The above list is not exhaustive and is intended to provide a guide only as to the types of behaviours that may be considered worthy of nomination for the Club Values award.

The award shall be open to all players from every team fielded by the club in that season.

At the end of each season, the Coaching Staff and Team Manager of each team may nominate up to two players from their team to be considered for the Club Values award. Each nomination should be accompanied by a brief statement by these officials summarising the reasons for the nomination of the individuals concerned.

The Club Committee shall consider all nominations presented and shall select one player from this group to receive the Club Values award.

11.5 Special Milestones

The club will make special presentations to players who achieve significant milestones in terms of the number of games played for the club. Appropriate awards will be presented at the annual club presentation night to players who achieve the following milestones during the season:

- 50 Games
- 100 Games
- 150 Games

12 Players with Special Needs

Ongoing development and enhancement of personal confidence and self-esteem is a core objective of our club. As such, we recognise that players of all ages may from time to time, have special needs apart from obvious physical or football issues such as injuries or skill deficiencies that are typically dealt with by coaching staff on an ongoing basis.

We recognise that that people at our club, particularly coaches and officials, may play a very important role in personal development by being a 'significant' adult in a young person's life, and the club seeks to provide a framework to assist with such special needs when they arise.

Parents / guardians of a child with special needs should advise the relevant club officials (who will generally be the child's Coach and / or Team Manager) of the issue so that they become aware of the need and are able to manage and respond to it appropriately. Any such information provided will be treated in strict confidence by club officials.

Where a player has special needs of a medical or similar such nature, this information should be provided to the club using the appropriate medical form. A suitable medical form is provided for this purpose at the time of registration and must be completed with details of any relevant medical conditions, mobility issues, allergies etc that may impact upon the child's participation in club activities. Any such information supplied will be forwarded to the coach and team manager as the officials directly responsible for the supervision of the players at training and during matches.

Parents and carers are encouraged to discuss any special needs of their children with the coach or team manager directly. Where appropriate, parents and carers may elect to discuss any special needs prior to registration with the club Executive.

13 Player Pathways

The club seeks to inspire players to maximise their potential in the sport and will actively support and encourage them to do so.

The club and league have established talented player pathways to identify and support the continued development of talented junior players.

The first step in the player development pathway is generally nomination to try out for selection in League development squads and representative teams. Coaches are responsible for nomination of suitable players to participate in selection trials for relevant age group DRJFL representative programs in accordance with any instructions or guidelines issued by the league and the club

Where league representative player development programs commence prior to the start of the following football season, nominations of players to participate in these programs will be made by coaches at the completion of the preceding season. In all other cases where the programs commence during the regular season, the current team coaches will nominate players to participate in the relevant programs for that age group.

Whilst nominations for these programs will generally be based on players' abilities and performances, coaches may also take into account any other factors they consider to be relevant to the selection and nomination process such as the behaviour, commitment and endeavour demonstrated by a player.

A nomination by the club in no way guarantees a player a position in any given representative program. Selection and participation in any representative squad will be subject to programs and places offered by the DRJFL and any other guidelines, instructions or invitations issued by the league. In particular, the number of places offered to players from the club in any representative program will be determined by the DRJFL.

The club is notified of the dates for trials each year and the league will notify players who are to be offered places in squads.

Additional player development pathways exist via the Eastern Ranges regional branch of AFL Victoria.

Any queries in relation to this subject should be directed to the player's coach in the first instance.

14 Items To Be Included In Separate Policies

Note: The following subjects will be included in a separate Player Management and Club Administration policies (To be developed). The notes below represent initial thoughts on these subjects that shall be developed into the actual policies.

14.1 Discipline

In addition to the provisions of various codes of conduct that apply to all members and supporters of the club, players are required to conduct themselves in a manner that is in keeping with the Club principles and ethos when involved in any club sanctioned event. Club sanctioned events include:

- All matches
- All club training sessions
- Any club sanctioned social event

In the event of a player behaving in an inappropriate or unacceptable manner during any club activity, the matter may be referred to the Club Committee for review.

Inappropriate or unacceptable behaviour is any behaviour or action that contravenes any club Code of Conduct, policy or rules, that is illegal or immoral, or that a reasonable person would generally consider inappropriate or unacceptable within the community or society at large.

Any repeated or serious instances of inappropriate or unacceptable behaviour will be referred to the Club Committee for review and may result in various forms of sanctions being applied by the Committee including, but not limited to, warnings, suspensions and / or banning of players, parents / guardians and / or spectators. Such disciplinary action applied by the club is separate from any other penalty that may or may not be applied by the league, Police, or any other body for the same incident.

14.2 Club Uniforms & Dress Code

- All players are to be attired in the club's official uniform when playing in games organised by the club. The uniform consists of a club supplied OFCJFC jumper, red football shorts and red and white striped socks.
- The club will supply a football jumper to each fully registered player at the beginning of the season. (*Will a jumper deposit be required?*)
- Families are responsible for the care of their jumper and are expected to launder the jumper and make any necessary repairs during the season.
- Families are responsible for the purchase and care of club football socks and shorts. These items are available for purchase from the property steward / uniform coordinator.
- Jumpers must be handed to the team manager at the end of the season and marked off as returned.
- If player does not return a jumper at the completion of the season, replacement costs including badges and logos may be charged to the family.

- Appropriate footwear must be worn at training and in matches. Football boots must be safe to wear. All players boots are subject to checking by the umpire prior to the game

14.3 Injury Prevention and Management

Through a range of measures including the provision of appropriate facilities, conducting of warm-up activities before training and matches and requiring the use of mouthguards by players, the club will endeavour to reduce the probability and incidence of injuries amongst the playing group. Notwithstanding this fact, inevitably in a contact sport such as Australian Rules, injuries will arise from time to time. The following policies have been framed in relation to injury prevention and management.

14.3.1 Advice Of Existing Illnesses, Injuries etc

- Parents / guardians are responsible for advising the coach or team manager of any illness, injury or other such condition of which a coach should be aware when selecting, playing or positioning a player at training or in matches.

14.3.2 Mouthguards

- Wearing of a mouthguard is compulsory for all players in matches and is highly recommended for all training sessions.
- Players failing to wear a mouthguard will be excluded from participating in a game.
- Any request by a parent or guardian for their child to be exempted from the requirement to wear a mouthguard must be submitted in writing for the consideration of the club committee.

14.3.3 Protective Headwear

- The club supports the wearing of protective headwear to reduce the impact and potential for injury arising from contact to players' heads. Helmets will be made available on a loan basis for all players upon request. Club helmets must be returned at the completion of each season.

14.3.4 During the Game

- In the event of an injury occurring during a match, the player should immediately advise the coach or team manager who will arrange for the injury to be assessed. In the event of a potentially serious injury, players shall be removed from the field (where appropriate) and the injury fully assessed by a suitably qualified person. If the player cannot be moved safely, the umpire must be informed and play stopped until the player can be removed from the field.
- The club shall ensure that suitably qualified medical assistance is available at all home games. This is delivered by the St John's Ambulance service.

14.3.5 Returning to play

Many minor injuries sustained in junior football can be treated on site and the player can retake the field on the same day. Where there is any doubt about a player's fitness or capacity to resume playing after an injury, parents / guardians should be consulted prior to the player retaking the field.

In the event of a serious injury, players cannot retake the field until cleared by the first aid officer or other appropriate medical personnel.

Any player incurring a serious head injury, including any occurrence of a player being concussed, may not return to the field of play on that day and may not participate in any club training or matches until clearance to do so from a suitably qualified medical practitioner is provided to the club by the player's parents or guardians.

To ensure the best and most timely recovery of players from any injury, management of the injury is the responsibility of the player's parents / guardians. This includes ensuring that appropriate follow up assessment, treatment and / or rehabilitation occurs.

14.3.6 Insurance

(Relevant details to be confirmed and documented)

15 Appendix A: Weekly Best and Fairest Voting Guidelines

The following text may be used as an example of the guidelines to be issued to individuals requested to complete the votes for the team's Best and Fairest player each week during the home and away season.

Note: This sheet may be reduced to print in A5 size for ease of use.

Thank-you for offering to help with the important task of casting the best and fairest player votes for the game today.

You are asked to nominate the **three** fairest and best-Olinda players based on their performance in today's match. Your votes should be given to the three players who have played the game in the right spirit and made the greatest contribution to the team throughout the game.

Some Suggestions To Help With Your Voting:

- If possible, make sure you have a list of players' names and numbers handy. (These will appear in our Record at home games). If in any doubt, ask the team manager.
- If possible, listen to the coach address the players before the game, at the breaks between quarters and at the end of the game.
- At each break between quarters and at the end of the game, note down the best 5 or 6 players for the team for the quarter just concluded. This will be handy at the end of the day to help you remember who played well throughout the course of the game.

Voting Instructions:

- Please write the players' given and surnames on your voting slip in the spaces indicated.
 - **Three** votes should be given to the player you believe was the **fairest and best** Olinda player in the match.
 - **Two** votes should be given to the **second**-fairest and best Olinda player.
 - **One** vote should be given to the **third** fairest and best Olinda player.
- The completed voting card should be **returned to the team manager** as soon as possible after the match is completed.

Please consult with the team manager if you have any questions surrounding the awarding of votes.

Thank-you again for your assistance today.