



“Equal Game Time” Policy

Policy

This policy applies to all Seaforth FC junior and sub-junior teams – from U6s through to U16s.

For all Seaforth FC Junior and Youth teams from U6s through to U16s, during the regular season, over any 4 week period, all players should be given equal game time on the field.

During the end-of-season knockout competition and grand finals played by junior competition teams, the policy can be relaxed to enable coaches to balance their teams so they can put more focus on winning. However, all players must be given some game time and coaches must be mindful that all players have contributed throughout the season and deserve a chance to participate.

Guidelines

We understand that for many reasons it’s not practical for equal time to be applied every week. However, no player should go for an extended period without receiving equal game time.

The only reasons that might reasonably cause a player to receive less game time are because they are injured, because they’ve been away, or because they have not regularly been part of the team (and so it would be unfair to play them ahead of others who are normally available).

Seaforth FC also supports the “need to borrow” principle defined in the MWFA constitution which bans teams from borrowing stronger players from other teams if this results in regular team members playing less than half a game. The exception to this rule is a goalkeeper being borrowed due to injury of the team’s regular goalkeeper.

It’s Not All About Winning

Coaches have a hard job. They need to improve players’ football skills and do it in a way that makes the season enjoyable for everyone. They also have to try and get the team to perform as well as they can and if possible, win their games.

We do understand and support a coach’s desire to win, but we also recognise that often, stronger players get much more game time and weaker players are left too long on the sidelines.

Please remember, every player has an equal right to play - it’s not all about winning.