



MCJRU SELECTION & PLAYING POLICY

INTRODUCTION

This document outlines the playing policy that coaches and managers of Merewether Carlton Junior Rugby Club must adhere to. This policy aligns with the Club Charter and reflects the principles of the club. By signing this document Coaches and Managers agree that they will comply with its terms.

CLUB CHARTER & GUIDING PRINCIPLES

The Club Charter states that the club is here to "ensure that all players have a game. The 'just average' players need and deserve equal time". While we want to be competitive and successful, it is a fundamental principle of the club that, regardless of ability, all players get a fair opportunity to participate in and enjoy the game. The policy will also reward players who attend training and exhibit good behaviour at training and in games. We are committed to develop both the player and the person, enhancing our club's reputation standing in community.

This playing policy details expectations of the coaches and managers and provides clarity for parents and players over the playing time they can expect over the course of the season. It will provide a flexible framework for Coaches/Managers to manage their teams while ensuring that all teams are complying with the Club Charter and the principles of the club.

An important override of this playing policy will be safety considerations for players who will be playing in the front row. Only players who are trained and capable of playing in the front row, should be selected or played in these positions.

UNDER 9s AND UNDER

- All players get even playing time each and every game.
- Rotation of starting line up so all players start even number of games.

UNDER 10s AND ABOVE – ROUND ROBIN

- All players get even total playing time over the course of the round robin season.
- Coaches/Managers can manage this from game to game at their discretion e.g. better players may be given more game time against better teams whilst players who are still learning may get more time against weaker opposition.
- All players get at least 25% of playing time each and every game.
- Rotation of starting line up so all players start even number of games.
- If players are injured during the year, the above only applies to the games that they are available i.e. if they miss half the season through injury they get the same playing time as other players over the course of the remaining games that they are available.
- For specialist positions (front row and hooker) only players who are sufficiently training and capable can be placed in these positions.

UNDER 10s AND ABOVE – SEMI-FINALS AND FINALS

- All players should get a minimum 25% game time during each semi-final and final.
- For front row and hooker, only players who are sufficiently trained and capable can play in these positions.
- For players who have attended less than 50% of training sessions (that they weren't unavailable due to injury) then those players will get no more game time than players who play the least amount of time in the each finals games.
- If players have displayed poor behaviour at training or in games during the year then their playing time will have to be agreed between Coaches/Managers and the President/Vice President of the MCJRU club.



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FLOATERS POLICY – WHEN THERE ARE MULTIPLE TEAMS IN ONE AGE GROUP

- Players from the team allocated to the game must start the game with floaters starting on the bench.
- Players from the team allocated to the game who start as reserves will go as replacements before any floaters.
- All players from the team allocated to the game should get a minimum 25% game time.
- The minimum game time for players from the team allocated to the game should be more than, or equal to the game time played by any floaters.
- Floaters should be advised that they may/may not get game time and will be utilised at the team coach and manager's discretion and/or in the event of injuries or safety concerns. However it is suggested Coaches/Managers should attempt to give floaters some game time, if possible.
- The Floaters Policy can be overridden due to safety considerations for specialist positions (front row and hooker). Only players who are sufficiently trained and capable can be placed in these positions. If a floater is the only player who is trained and capable to play in these positions they will be played rather than putting a player in this position who is not so.