

12 STRATEGIES TO ENHANCE OUR JUNIOR FOOTBALLERS

The number 1 reason that WA kids play sport is to have fun with their friends. Enjoyment within sport is critical to player retention. The enjoyment of a player is directly linked to **competitive** matches and how successfully they **develop** their skills. To achieve this we must **support our umpires and coaches** to deliver a **positive and safe environment**. At the end of the day, our kids want to play and enjoy their sport and these 12 strategies will help achieve this.



POSITIVE AND SAFE ENVIRONMENT

SPIRIT OF JUNIOR FOOTBALL

Coaches and Parents must focus on enjoyment and development rather than winning at all costs **[By-Law 1]**

E-POINT

4 'E-Points' are awarded per match to reward positive game day environments. Game Day Environment is weighted the same as Winning a match **[By Law 21]**

NO ABUSE

A zero tolerance approach is adopted towards umpire and official abuse **[By Law 2]**

MORE COMPETITIVE

COMPETITIVE TEAMS

All teams must be competitive within their nominated division and re-allocate players if required **[By Law 17]**

WINNING MARGIN

A maximum winning margin of 60 points to allow coaches to focus on player development rather than improving a team's percentage **[By Law 21]**

EVEN UP

If a team has too few players, the other must lend them players to ensure numbers are even and the game is competitive **[By Law 28]**

SUPPORT OUR UMPIRES AND COACHES

COACH/UMPIRE HANDSHAKE

Coaches are expected to shake the hand of the match day umpires both pre and post game to promote positive relationships **[Umpire Handshake Policy]**

EDUCATING COACHES TO SUPPORT PLAYERS

All coaches must obtain their Foundation coach accreditation and complete ongoing education **[By Law 23]**

PLAYER FOCUS

Coaches must adopt a 'player focused' mentality and not coach for themselves **[By Law 1]**

PLAYER DEVELOPMENT

ALL POSITIONS

Every player must play in all 5 lines over a 3 match period **[Player Rotation Policy]**

EQUAL PLAYING TIME

All players must receive equal playing time with a minimum of 50% per player each game **[Player Rotation Policy]**

SEQUENTIAL LEARNING

Rules are modified from Year 3 – 6 in order to promote learning and skill development **[Rules Flowcharts]**



TRUE SPORT ⁺

The way we play together shapes the way we live together

