

Match Day Policy

Effective Date: August 2019
Approved: General Committee
Review: August 2021

Team Selection and Game Day Guidelines for Coaches

All coaches (head coaches and assistant coaches) must adhere to the SMJFL Bylaws, and minimum/maximum player numbers as set in those by-laws when selecting and managing teams.

All coaches' qualifications and accreditations must be current prior to the commencement of each season.

Game Day

When signing up to play with the East Brighton Vampires Junior Football Club, each player is promised the following:

- A minimum of three quarters (3/4) of playing time in each home and away, and Lightning Carnival games.
- A minimum of one half (1/2) of playing time for all finals matches.

Coaches are reminded that it is their responsibility and duty to maximise participation and enjoyment for all players regardless of ability. We empower coaches to achieve this balance autonomously, but will constructively support those who require assistance in finding player rotation balance.

Player Safety

Our coaches are in the best position to monitor and stress the importance of safety. As such, it is the coaches' responsibility to:

- Always strictly adhere to the "no mouthguard, no game" rule.
- Ensure no game is conducted without a qualified trainer being present.
- Abide by the judgement of any suitably qualified medical officer as to the welfare of a player – including the "if in doubt, sit them out" concussion policy.

Player Development

The modified rules years of a player's development are crucial in creating all-round game knowledge. As such, it is imperative for the coaches to expose every player to 2 – 3 different playing positions (defence, midfield, forward). Exceptions will apply for Lightning Carnival games.

From U11, try to expose the players to at least two different playing positions per game. Exceptions will apply for all finals matches.

Remember, it is the primary responsibility of the Coach to develop the all-round skills of all players over the course of a season. Overplaying players in certain positions for short-term gain can lead to problems down the track.