



Noosa Australian Football Club

JUNIORS PLAY UP POLICY

Purpose

To provide guidelines for determining the suitability of a Junior or Youth player at Noosa Australian Football Club (NAFC) playing in a higher age group.

Eligibility

Juniors refers to players registered to play in U8, U9, U10 and U11 age groups.

Youth refers to players registered to play in U13, U15 and U17 age groups.

Players should only be permitted to play up when their physical capacity and social sense enable them to compete adequately at a higher level. All known risks, physical, emotional or otherwise must be considered before a player is approved to play up.

Background

NAFC recognises children develop at different rates and have varying abilities at training and on the playing field. Children must be given the best opportunity to play and enjoy their sport. It is a priority of our Club to develop the skills of the player. The exposure to a higher level of competition may provide the opportunity for the younger age player to develop their skills and capabilities as a player.

NAFC board executives, junior committee and player / parent members also want to field competitive youth teams to potentially achieve premiership success. NAFC will endeavor to field teams in all youth age groups. Where possible two teams; a division 1 team and division 2 team will be formed in each youth age group. This may require younger age players, junior and youth players to play up one age group on a permanent basis.

Player vacancies in the higher age group must exist before a player is selected to play up one age group. A true age player should not be displaced by the younger player. A player is not permitted to play up (2) or more age groups unless there is no team. For example, a true age U13 player can play in the U15 team because there is no U14 competition.



Procedures

An AFL Queensland Juniors 'Playing Up Consent' form is to be completed and submitted by the player's parents / guardians to the current age group coach for discussion with the next level age group coach, coaching coordinator and junior club director.

The decision to have a player permanently play above their true age group will be made by NAFC junior coaching committee. This process will require the respective coaches and coaching coordinator to assess the suitability of the player based on skills, capability and maturity and communicate the decision to the player's parents / guardians to ensure what is best for the player. Player assessment can take place during pre-season club grading, team training and during competitive games throughout the season.

The coach/s and coaching coordinator must consider the development needs of the true age player/s before a younger age player is selected to play up in the division 1 team. For example, where there are two teams in the age group (division 1 and division 2), the true age player/s ordinarily playing in the division 2 team should be considered for the division 1 team in the first instance. If it is deemed the true age division 2 player/s will not benefit or after being assessed is deemed unsuitable then the younger age player can be selected to play in the division 1 team.

The younger age player should be selected for the division 2 team first and then assessed. If the younger player is dominating in division 2 and by continuing to play division 2 games would not progress their development the player can then be selected to play in the division 1 team. The younger age player should be monitored to ensure their suitability in either the division 1 or division 2 team is maintained. The performance, skills and ability of the younger age player competing in a higher age group in previous seasons can be considered.

There is no restriction on the number of players approved to play up in the higher age group on a permanent basis unless the ability to field a team/teams in the younger player/s age group is adversely affected or there is significant disruption to all Youth and/or Junior age groups.

All final decisions rests with the NAFC Junior Director