



# KINGS HILL FC PLAYER DEVELOPMENT PLAN

## AGE GROUP DEVELOPMENT AIM

To enable players to play at as high-standard of football as possible in an environment where they can play at a level that matches their individual ability and encourages them to grow and further develop their technique and skill.

## TEAM STREAMING

Players will be streamed based on ability and placed into a team with other players of a similar ability. Players will initially be streamed at the end of their U6 season into ability groupings and named FC, Colts, Rangers and Mustangs.

## FEEDER PHILOSOPHY

Our feeder philosophy will afford all players the opportunity to reach their greatest potential, both personally and physically, within a safe and fun environment, without the need to switch Club.

Teams will act as a feeder into the next streamed team within the club, as practical and appropriate and without any detriment to either teams or players.

## PLAYER PROGRESSION

All players should be provided with the opportunity to progress. Players who show development both technically and personally shall be given the opportunity to progress to the next ability team, as practically appropriate and without causing a negative impact to the player or the teams. Managers and Coaches should encourage player progression and not attempt to hold back a player for their own gain.

Equally, it may be appropriate to move players to another ability stream, where the player is not progressing and where it is deemed to be in the best interest for the players further development and continued enjoyment of the game. This player will be openly received by the next ability team and doesn't require trialling, no player will be moved for than 1 team. To provide players with every opportunity possible, the Club's Equal Playing Time (ex KYL/JPL) philosophy shall be adhered to.

## TEAM DEVELOPMENT

Team squads are graded on a development level basis in order to match players with other players at a similar ability level.

Selection should be discussed and jointly-agreed between all Managers in the age group, facilitated by the Head of Football Development.

Player movement should ideally take place at the end of each season in preparation for the new season. This will allow both player and coach the time to adjust to the new dynamic.



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In the event that an agreement cannot be mutually reached, the Committee shall have the final decision. Additional support can be called upon from the Head of Football Development or our 3rd Party Coaching Providers if required.

## RULES

- The managers meeting prior to the start of the streaming process each season will include key information on the process as a standing agenda item. Failure to attend Managers Streaming Meeting = No Streaming
- Streaming only when changing formats e.g. 5 v 5 to 7 v 7 etc. until teams reach 11 a side format. This allows for stability within the squad.
- No Player Reviews = No Streaming
- If managers believe there is a welfare or a significant developmental concern with any individual this needs to be logged with the Committee in writing 30 days prior to Streaming commencing.
- At 11 aside streaming to be conducted at the end of each season when necessary with the agreement of all the age group managers.