

Felpham Colts The Development Journey



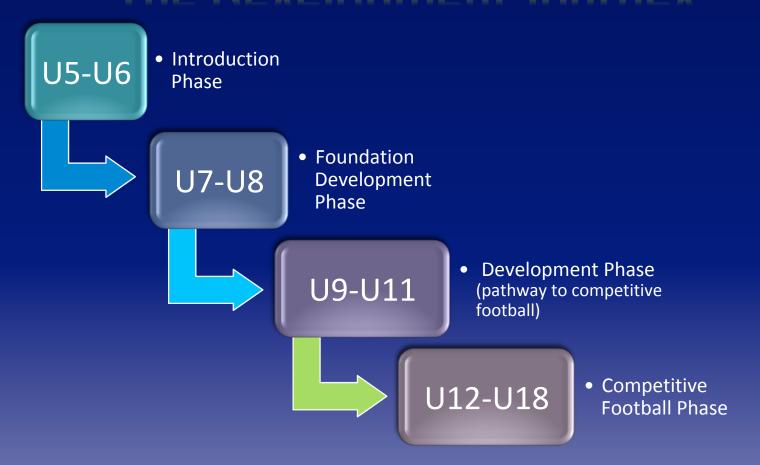


Aims of the FCFC Football model;

- Children / players to have the opportunity to play football and be part of a team in Felpham Colts.
- All children / players to have fun whilst developing at their own rate and playing in and against teams consistent with their own ability.
- All children / players to have the opportunity to develop the Technical, Physical, Social and Psychological aspects of the game.
- A proportionate but progressive football journey which provides flexibility to assist with player and team development.
- To reduce the spectrum of ability within teams and maximise the potential of all players.
- Coaches to work together and develop year groups in a co-ordinated, developmental & positive way.
- To retain players and coaches.



The Development Journey



Introduction Phase

Year Group Co-ordinator

> Paid Coach Level one

Administrator

Parent Assistants

<u>Players</u>

Reception(u5)

&

Year One (U6)

Principles of year group:

- A welcome to a football Journey & Family
- Opportunity to have Fun
- Making Friends
- > Teamwork development
- Basic football development / confidence

Opportunities within phase:

- Identify parent volunteers to assist the paid coach
- Early opportunity to identify & develop potential future coaches
- Parent assistants to be welcomed to Managers meeting

How to create the Foundation Phase U7-U8

Identify Managers/ assistants

From March (U6) introduce to the Children



Create Teams

Team names will be randomly assigned



Ask all parents to list 2 children their child would like to play with



Communicate teams to parents



All future managers / coaches to hold a meeting;

Distribute players evenly across teams, with choice of 'friends'.

Ensure each team has a mix of all abilities / experience



Identify most confident x 2, intermediate x 2, least confident etc

Foundation Development Setup U7-U8

1 x Year Group co-ordinator

Must create and hold a waiting list for new players

TEAM

1 X MANAGER – Working towards level One / Two

1-3 assistants - DBS / First Aid/ Safeguarding courses completed

5V5 max 10 PLAYERS

<u>Principles of Year Group</u>:

- Use the same communication for each team (Team App suggested)
- Managers / Coaches to have their own communication channel owned by Year Group Co-ordinator to ensure steering of year group
- Training to be at the same location.
- Training ideas to be shared between coaches.
- At least 1 x training session per term to be whole year group mixed.

Principles of play:

- Equal Time
- No fixed Positions
- Encourage the variation of positions
- Development focused and not 'win at all costs' mentality

TEAM

1 X MANAGER – Working towards level One /Two

1-3 assistants - DBS / First Aid/ Safeguarding courses completed

5V5 max 10 PLAYERS

Development Phase U9 – U11



This is a phased period which includes the implementation of The Felpham Colts Streaming Policy as recommended by Felpham Colts FC.

- Year group co-ordinators will hold a meeting with all coaches in their year group. This will take place prior to registration and in order to decide whether to implement streaming.
- If it is decided in concert with club officials not_to implement streaming at U9 then a review of this decision will be made at the end of the season prior to registration process for U10. There should also be a discussion with Club Development Officer prior to communicating the final decision with parents.
- There is a streaming questionnaire for parents should coaches feel it necessary to obtain their views. This can be obtained from Club officials.
- If streaming is to be implemented see next page (p9)
- Streaming must be implemented by the commencement of the U12 season (competitive football) see next page (p9)

How to create teams using the streaming process

(Streaming Policy is to used)

Create a Development squad

- 1. Managers / coaches along with Club official (Welfare Officer, Chairman or Deputy Chairman) meet to stream players into teams.
- 2. Manager / coach allocation to teams

(see streaming policy)



players who currently demonstrate a higher level of development.

- *Manager will aim to achieve level 2 coaching award by Under 12's.
- *Assistant to work towards level 1 coaching award

Team 2

players who currently demonstrate a lower level of development than Team 1.

*Managers will be at least level 1 qualified / working towards level 2 and an assistant working towards level 1



Transition to Competitive football and leagues

U12-U18



Streaming Process to take place pre season & midseason allowing the players development journey to be adapted accordingly

(see streaming policy



Where more than 2 teams the process continues

*Managers will be at least level 1 qualified / working towards level 2 and an assistant working towards level 1

Development Phase U9-U11

1 x Year Group co-ordinator

TEAM

1 X MANAGER – Working towards level One / Two

1-3 assistants - DBS / First Aid/ Safeguarding courses completed

7V7 max 12 PLAYERS

9V9 max 14 players

Principles of play:

- Equal Time
- No fixed Positions
- Encourage the variation of positions
- Development focused and not 'win at all costs' mentality
- Streaming process to assist with individual & team development

TEAM

1 X MANAGER – Working towards level One /Two

1-3 assistants - DBS / First Aid/ Safeguarding courses completed

7V7 max 12 PLAYERS

9V9 max 14 players

<u>Principles of Year Group:</u>

- Use the same communication for each team (Team App suggested)
- Managers / Coaches to have their own communication channel owned by Year Group Coordinator to ensure steering of year group
- Training to be at the same location.
- Training ideas to be shared between coaches.
- At least 1 x training session per term to be whole year group mixed.

U12 Α M G U18

Competitive Phase U12-U18

Pre season Review of teams & managers (see streaming process)

Use the same organisation structure as per U10s-U11s

The lead coach for the team containing the higher ability group shall be expected to be level 2 or working towards level 2 coaching award.

Team size

U12 - 9v9 - MAX 14 players

U13 - U14 - 11V11 - MAX 16 players

U15 - U18 - 11v11 - MAX players to be at Year Group Co-ordinators discretion

Principle of play

U12 - U14 - Equal playing time

U15 - U18 - All players attending a match should play a minimum of 10 minutes.

Points To Note

- There will be a waiting list for each year group
- Maximum number of players per team must be adhered to unless special circumstances exist and with agreement of Club Officials
- Coaches and Assistants will be encouraged to develop
- TEAMAPP to be used by year groups one per team. All coaches will have access to all year group APPs.
- Year group co-ordinators to ensure kit is consistent with all teams within the year group
- Prior to streaming all team names will be colours
- Team names will change when streaming commences i.e. Lancers or Rangers; the change ensures no link is made to a teams ability during the foundation phase

- All players during the competitive phase (U12-18) will be streamed and placed in the appropriate team in accordance with their ability
- Whilst we encourage an increase in the number of teams within an age group to increase opportunity and playing time. This must only take place when the coaching structure is firstly in place and confirmed.
- We encourage year groups to find a voluntary coach for children on a the waiting list who would be signed as a social member to Felpham Colts. Training would occur in line with the year group
- Players on the waiting list will only be invited to fully register with the league once there is availability in a registered team

Please now see the streaming policy