

All Saints Hunters Hill Football Club

Football Philosophy

ASHHFC Philosophy

ASHHFC is a community club that accepts all players across age groups, genders and playing abilities.

ASHHFC gives players an opportunity to play football at the age group, skill level and community/friendship group that the player/parent feels appropriate for their individual circumstances.

Purpose

The purpose of this document is to provide players and prospective players with guidelines on how teams are formed and operated at ASHHFC. This should ensure that confusion and misunderstandings are minimised and, if they arise, are raised and addressed early in a season. The document is not meant to be prescriptive and inflexible but a range of guidelines the ASHHFC committee encourages players and teams to adopt. The club retains, at its sole discretion, the right to amend or change these guidelines to reflect individual circumstances or specific teams.

Team Formation

The team formation process utilises a minimum and maximum number of players per team, based on players on the field, maximum player participation per game and previous seasons experiences:

Age Group	Players on Field	Min Squad No.	Max Squad No.	Comments
U6 to U7	4	5	7	<ul style="list-style-type: none"> Team manager to advise players ability to determine the level in which the team is to play. There is either 3 or 4 levels at this age group
U8 to U9	7	8	9	<ul style="list-style-type: none"> Division 1 – performance team (graded). Division 2 & below – community team (PwF).
U10 to U12	9	10	12	<ul style="list-style-type: none"> Division 1 – performance team (graded). Division 2 & below – community team (PwF).
U13 to U18	11	12	16	<ul style="list-style-type: none"> Division 1 – performance team (graded). Division 2 & below – community team (PwF).
All Age	11	12	16	Like-minded individuals playing as a performance team (graded) or community team (“play with friends”- PwF). The team chooses its appropriate playing style.
O35	11	14	18	Returning or new players seeking closer links to their community. <ul style="list-style-type: none"> Division 1&2 – performance team (graded). Division 3 & below – community team (PwF).
WO30	11	16	22	Women players seeking to remain active and enjoy football. Team would likely be a community team (PwF)
WO40	11	16	22	Players seeking to stay active and participate in football. <ul style="list-style-type: none"> Division 1 – performance team (graded). Division 2 & below – community team (PwF).
O45	11	16	20	Players seeking to stay active and participate in football. <ul style="list-style-type: none"> Division 1 – performance team (graded). Division 2 & below – community team (PwF).
O55	11	16	22	Older players seeking to remain active and enjoy football. The team should determine its playing style as agreed by the majority of the playing squad.

Note: Teams can choose to have additional players beyond the maximum number of players in these guidelines and, with the prior approval of the club, adopt another playing style to these guidelines.

The club recognises that playing with friends (PwF) is an important part of playing football. A group wishing to play together must email a list of players to the club’s Registrar (registrar@ashhfc.com.au) detailing, either:

- a full team (number of players in group meets minimum squad number in guidelines but no more than the maximum squad number); or
- a partial team (number of players in a team is less than minimum squad number in guidelines).

The club strives to ensure that the player groupings advised in this manner will be reflected in team formation provided that players are registered in PlayFootball by 15 February. Team’s formed in this manner will be assumed, unless advised otherwise, to be a community team (that is, a non-performance team) for grading and playing purposes.

Membership of performance teams will be based on pre-agreed criteria and players, where possible, will be independently graded against those criteria. Grading will, where possible, be overseen by the club with final player allocations at the sole discretion of the club.

The club reserves the right to allocate players to teams where the number of players in a team is less than the maximum number of players in the above guidelines.

Returning Players

The club will give preference to returning players (being someone who has played with ASH in the last two seasons) in team formation provided they are registered in PlayFootball and pay the appropriate fees by 15 February. After 15 February, to encourage new players to register with the club, priority in allocation to teams will be based on the order of registration on PlayFootball. The club has the final approval on player allocation to teams and, if warranted and after consultation, can change player allocation between teams.

Team Operation

Teams are encouraged to have a manager, captain and a group of players to help streamline communication and handle game management. The club will support these groups, including attendance at formal coaching courses, but does expect them to be identified from within the team's playing group, parents and/or friends.

Fundamental decisions impacting team dynamics should be a whole-of-team decision, based on the views of the majority of registered players, not a decision taken by a few individuals.

Team Playing Style

A team's playing style (performance or community) should be decided before the season commences, agreed by the majority of the registered playing squad and formally endorsed by the club. Teams can choose a different playing style than identified in these guidelines but must obtain prior written approval from the club. Regardless of playing style selected, team members and opponents must be treated with respect, integrity and fairness, and a win-at-any-cost mentality should be avoided.

Performance teams

- Aim to win competitions and team is composed of players with appropriate skill and fitness.
- Team membership should be based on pre-agreed criteria and players, where possible, will be independently graded against those criteria. If players join the team but don't fully meet the playing criteria they should be clearly informed of the implications at the start of the season (eg. game time, fitness requirements, position, etc).
- Game time will likely be based on an individual's ability, position and fitness level (ie. equitable game time is not assured but is encouraged).

Community teams

- Aim to play quality football and team comprised of individuals seeking to be active, learn football skills and have fun (ie. playing with friends – "PwF").
- Team membership should be based on accepting all players offering themselves as players subject to maximum squad numbers and cultural fit within the team.
- Game time will likely be based on an individual's preference and fitness levels, with an aim to ensure equitable game time (and subject to individual circumstances may not be equal game time for a specific match) and no individual(s) monopolising game time.