

Dunboyne GAA - Player Pathway Policies

Stage 1 (Under 11 & 12)			
Policy Focus	Code	Rationale / Objectives	Delegated Owner
	Juvenile Football (Boys)		
Coach Policies	- Parents identified and supported to manage/coach. - Non-parent coach support encouraged.	- Limited coach availability outside parental group. - Promotes parental engagement.	Code Pathway Manager
Game Development Policies	- Objective is to give 30 minutes' minimum game time to all players who frequently attend training. - As per Meath GAA - Development CCC Competitions Regulations 3(b) of the 12.03.26, only players who are U10, U11 & U12 are eligible to play in U12 Football Competitions. However, priority should be given to U11 & U12 players, subject to numbers. For clarity, U10 players are not permitted to play on the 1st team. - To support player development, player's positions and roles should be rotated throughout the year. - Each player should start at least one third of games at the level best suited to their development.	- Emphasis on participation - Player retention and inclusion. - Recognising late developer. - Provide development opportunities and game awareness for all.	Code Pathway Manager
Streaming Policies	- Subject to playing numbers & where multiple teams are entered, streaming is permitted at U12 level. - The 1st team will contain players of full age (U12) only. The only derogation from this requirement is when there are insufficient U12 players available to fulfil an official fixture. In these exceptional circumstances, U11 players are permitted to play on the 1st team for a specific fixture only. U10 players cannot be utilised for this purpose. - Where more than 2 teams; 1st team is of full age as above. The 2nd team and below can be a mix of ages. - Full age players (U12) dropping down should try to be accommodated in the 2nd team first, assessed by the respective team mentor(s) at this level prior to deciding to a further drop down to the 3rd team etc. - However, all players should be aligned with the streamed team at the level best suited to their development. - To support player development, rotation of players between squads is recommended i.e. the same players should not always be rotated down, especially at full age. - All players will be given the opportunity to train with their respective teams to facilitate player familiarisation. - When streaming teams, parents of players are encouraged not to offer a view on their own child. - Also, a mentor of a team cannot be involved in the process of streaming his/ her own child.	- Supports the development opportunities for late developers. - Encourages all players to play to the best of their abilities.	Code Pathway Manager
Social Media Policy	- Positive & inclusive tone in match reporting - No scores posted, just win, draw or loss. - Pictures & information only	- Promotes participation as primary focus. - Prevents pressure / competition between players.	Section PRO

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Stage 2 (Under 13 & 14)			
Policy Focus	Code	Rationale / Objectives	Delegated Owner
	Men's Football		
Coach Policies	- Parents identified and supported to manage/coach. - Non-parent coach support encouraged.	- Limited coach availability outside parental group. - Promotes parental engagement.	Code Pathway Manager
Game Development Policies	- Objective, if feasible is to give 30 minutes' minimum game time to all players who frequently attend training. - Priority given to all 13 & 14-year-olds. - In the event that there are insufficient U14 players available to fulfil an official fixture, U12 players are permitted to play for a specific fixture only. - To support player development, player's positions and roles should be rotated throughout the year. - Each player should start at least one third of games at the level best suited to their development. - Captaincy is a development opportunity and should be rotated to different players every game, avoiding giving to same player until all players have got a turn.	- Emphasis on participation - Player retention and inclusion. - Recognising late developer. - Provide development opportunities and game awareness for all.	Code Pathway Manager
Streaming Policies	- Subject to playing numbers, first and second team streamed with regular movement of players between teams. - Each player should start at least one third of games at the level best suited to their development. - When streaming teams, parents of players are encouraged not to offer a view on their own child. - Also, a mentor of a team cannot be involved in the process of streaming his/ her own child. - Grading must be constantly reviewed.	- Supports the development opportunities for late developers. - Encourages all players to play to the best of their abilities.	Code Pathway Manager
Social Media Policy	- Positive & inclusive tone in match reporting - No scores posted, just win, draw or loss. - Pictures & information only	- Promotes participation as primary focus. - Prevents pressure / competition between players.	Section PRO

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Stage 3 (Under 15 & 16)			
Policy Focus	Code	Rationale	Delegated Owner
	Men's Football		
Coach Policies	- Parents identified and supported to manage/coach. - Non-parent coach support encouraged. - Involvement of adult players as role models proactively encouraged. - Squads will train collectively.	- Limited coach availability outside parental group. - Promotes parental engagement. - Promotes adult player engagement.	Code Pathway Manager
Game Development Policies	- Where feasible, provide game time for all players (recommend 30 minutes) at the level best suited to their development. - Participating players encouraged to have regular attendance at training. - No under 14 plays first team, unless needed for numbers (i.e., to fulfil fixtures). - Captaincy is a development opportunity and should be rotated to different players throughout the league, but formal captain and vice-captain (or joint captains) can be nominated for championship. Captains should only be full age players and no player can be captain for 2 years.	- Promotes development as primary focus. - Player retention. - Recognising late developers. - Provide development opportunities and game awareness for all. - Reduced pressure on players to compete at a level beyond their ability	Code Pathway Manager
Streaming Policy	- Subject to playing numbers, first and second team streamed with regular movement of players between teams. - Each player should start at least one third of games at the level best suited to their development. - When streaming teams, parents of players are encouraged not to offer a view on their own child. - Also, a mentor of a team cannot be involved in the process of streaming his/ her own child. - Grading must be constantly reviewed.	- Supports development opportunities for late developers. - Encourages all players to play to the best of their abilities.	Code Pathway Manager
Social Media Policy	- Positive & inclusive tone in match reporting - No scores posted, just win, draw or loss. - Semi-Final & Finals can show score.	- Promotes development as primary focus. - Prevents pressure / competition between players.	Section PRO

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Stage 4 (Under 17 & 18/Minor)			
Policy Focus	Code	Rationale	Delegated Owner
	Men's Football		
Coach Policies	- Where feasible, final decision maker (i.e., manager) is a non-parent. - Parents permitted to manage in the absence of suitable candidates. - Involvement of adult players as role models proactively encouraged.	- Emphasis on performance. - Avoid conflict of interest – perceived or real.	Code Pathway Manager
Game Development Policies	- Objective, where feasible, to give game time for all players at the level best suited to their development. - Participating players encouraged to have regular attendance at training. - Under 16s are permitted to play minor league only when numbers dictate (i.e., to fulfil a fixture). - In very exceptional circumstances for championship, a high potential under 16 is allowed, however player must be available for their own age group training & games ahead of minor. In these circumstances prior agreement with coaches and Pathway Manager must be obtained. - No U15s to play minor. - Captaincy is a development opportunity and should be rotated to different players throughout the league, but formal captain and vice-captain (or joint captains) should be nominated for championship. Captains should only be full age players and no player can be captain for 2 years.	- Emphasis on performance. - Promotes player retention. - Provide development opportunities at the level at the level best suited to their development. - Reduced pressure on players to compete at a level beyond their ability	Code Pathway Manager
Streaming Policy	- Subject to playing numbers, first and second teams fully streamed for both league and championship. - Players aligned with teams at the level best suited to their development. - When streaming teams, parents of players are encouraged not to offer a view on their own child. - Also, a mentor of a team cannot be involved in the process of streaming his/ her own child.	- Supports development opportunities for late developers. - Encourages all players to play to the best of their abilities.	Code Pathway Manager
Social Media Policy	- Positive & inclusive tone in match reporting - Results posted across the board	- Promotes performance as primary focus. - Provides club, community, and county profile to teams. - Celebrates achievement.	Section PRO

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Stage 5 (Post Minor/Transition to Adult)			
Policy Focus	Code	Rationale	Delegated Owner
	Men's Football		
Coach Policies	- Where feasible, final decision maker (i.e., manager) is a non-parent. - Parents permitted to manage in the absence of suitable candidates. - Involvement of adult players as role models proactively encouraged	Avoid conflict of interest – perceived or real.	Code Pathway Manager
Game Development Policies	- Older players prioritised for starting positions in U20 football - Manage game time for County players/College Players - Objective to form adult teams at the appropriate level to provide playing opportunity for those who wish to play.	- First team emphasis on performance. - Subsequent teams focus on development & participation.	Code Pathway Manager
Streaming Policy	<u>U20 Competition</u> - Emphasis on player development & retention - Full streaming across first and second teams - U16s are not eligible for U20 competition <u>Transition to Adult Competition</u> - Pathway Manager will determine the appropriate placement of young players to adult teams to support managed player development. - Full age minor players are permitted to train and play with Adult teams, however their training/playing workload across both minor and adult should not be more than their peers at either minor or adult are doing i.e. they should not be attending all trainings across both grades, it should be balanced between both. - Players should not be expected to play 2 games within 48 hours of each other. - Exceptions are not permitted unless explicitly agreed with Football Committee and Pathway manager, rules apply equally to all players.	- Supports development opportunities for late developers. - Encourages all players to play to the best of their abilities.	Code Pathway Manager
Social Media Policy	- Positive & inclusive tone in match reporting - Results posted across the board	- Promotes performance as primary focus. - Provides club, community, and county profile to teams. - Celebrates achievement.	Section PRO

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Additional Games Related Policies			
Policy	Detail	Rationale	Delegated Owner
Dual Players	- Under no circumstance should the player be placed in a position of conflict between teams. - Without mandating dual participation, all players should be encouraged to play both codes. - No player should be made choose a code by any manager. - Ongoing communication between mentors and the relevant games groups is essential to ensure the effective management of our dual players and the avoidance of any potential conflicts. - In the first instance, Team Managers / Head Coaches are expected to liaise with each other to ensure ongoing communication and planning occurs throughout the year to support the effective management of dual players. - In cases where consensus cannot be achieved between Team Managers / Head Coaches, they should work with the respective Pathway Managers to discuss and arrive at a reasonable solution. If, in the unlikely event that a dispute remains, the matter will be referred to the Games Chairpersons who will make a final decision as appropriate.	- The Club promotes Football, Ladies Football, Hurling and Camogie on an equal basis. - It is important that the Club operates as one unit where the aims and objectives of different codes, teams and players are aligned.	Code Chairpersons & Pathway Managers
Amalgamation Policies (with other Clubs)	- Examine amalgamation requirements / opportunities on an annual basis, in line with available playing numbers. - As a club we will in the first instance seek to field a club team, even if comprised of some younger players. - It may be necessary to consider amalgamation when available numbers are c15 or below. - Whilst the club may have numbers, consideration to support neighbouring club players who need playing opportunity. There may be future years where our club numbers are low, and we need amalgamation support.		Code Chairperson & Executive
Feile Policy	- If one team being entered, priority is given to full age players. In the event of an excess of full age players, all available full age players are drawn by a draw in advance of county Feile to determine panel membership. Remaining places will be filled by a draw among available u14 players. - If two Feile teams entered - the first Feile team will be the u15 first team. The remaining full age players will be given priority for the second team. Remaining places will be filled by a draw among available u14 players. - All players selected should participate in competition.	Recognises emphasis on participation & inclusion.	Code Chairperson & Pathway Manager

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The Dunboyne GAA Way of Playing

Dunboyne Football teams focus on playing an attractive **attacking, free flowing style of football** that is consistently implemented across all their teams from underage to senior level.

The key characteristics of this style of play include:

- **Emphasis on Kicking:** players should be two-footed and move the ball quickly by kicking it and avoiding unnecessary solo runs.
- **Quick ball movement:** rapid hand-passing and quick, decisive ball movement into space to find players in the best position
- **Defensive style focused on individual marking:** basic principle of man marking and defending 1:1
- **Individual skill:** every player should be comfortable on the ball, encourage creativity and don't limit it with too much structure.
- **Teamwork and Culture:** emphasis on the collective, where players understand each other's run and movements, and work for each other
- **Discipline and Respect:** stay focused on playing football, don't react to provocation or bad decisions, respect match officials, coaches, opposition and supporters.
- **Management:** Motivate, coach, communicate with players as opposed to enforcing strict discipline. Encourage creativity mixed within disciplined approach. Embrace different personalities, don't force fit into structure.

While the following areas may be adapted tactically by senior teams from time to time when required, they are **NOT** promoted as ways to coach and develop teams within the club:

- Blanket or zonal defending
- Possession based slowing the ball
- Emphasis on hand passing over kicking.
- Running with the ball allowing players solo at will
- Focus on individuals or small groups over the collective team.
- Inhibiting creativity
- Lack of communication with players