



# PITCH TIME POLICY

## Pitch Time Guidelines for Competition Teams' Players

### Foundation Principle

ANZA Soccer's Coaches' Code of Conduct requires that every player participates in at least half of each game. This principle is foundational to all ANZA Soccer programs and is publicly available under *Rules and Policies* on our website.

### Saturday Club League – Pitch Time

- The 50% minimum pitch time rule is strictly enforced in the Saturday Club League.
- Teams are mixed-ability, balanced by Age Group Coordinators (AGCs). No excuse such as a player being “the weakest” is valid.
- By following this policy, all players, parents, and coaches can ensure fair treatment across teams.

### Sunday Competition Teams – Objectives

- Promote community, healthy competition, player development, positive coaching, sportsmanship, passion, and respect.
- Encourage players to love soccer, develop teamwork, grow confidence, and have fun.
- Teams are not mixed-ability; selection is based on trials in August. Strongest players are in the first team (Socceroos/ Matildas 1), next strongest in second (Gold), and remaining players in third (Green).
- Players not selected receive a full refund.

### Recommended Squad Sizes:

Format	Target / Max Squad Size
5v5	7 / 8
7v7	10 / 11
9v9	12 / 13
11v11	17 / 21

- Squad sizes depend on league format, age group, match duration, and other commitments.

## Sunday Competition Teams – Pitch Time Expectations

### Low Competitive Level:

- Boys Div 3 or below (B7–B10) / Div 2 or below (B11–B16), Girls Div 2: Every player plays at least half of each game.
- Applies to ESPZEN J-League for age groups' weaker teams.

### High Competitive Level:

- Boys Div 1–2, PYCL, Girls Div 1:
  - Minimum 50% pitch time can be applied on average across 7–10 matches.
  - Each player must get meaningful pitch time ( $\geq 30\%$ ) even against strong opponents.

## Exceptions – Competition League Matches

1. Critical Matches:
  - Last two matches affecting promotion/relegation or earlier matches against direct contenders.
  - Communicate exceptions to parents and players.
2. Unfit Players:
  - Players returning from injury or long absence may have managed pitch time initially.
  - Coaches should inform parents/players.
3. Players Not Yet at Required Level (High Competitive Only):
  - Players selected for potential development may have  $< 50\%$  pitch time.
  - Must attend training; progress assessed for next season.
4. Large Match-Day Squads (High Competitive Only):
  - When too many players are available, 50% pitch time may not be feasible.
  - Coaches must communicate expected pitch time in advance.

## Exceptions – Tournaments

1. 7-a-side Tournaments:

- Minimum 50% pitch time is aimed for on average across group matches.
  - Coaches assess opponents' strength to allocate playing time.
2. Knockout Stage (Cup Finals):
- Pitch time may prioritize team performance.
  - Coaches must communicate strategy to parents and players.
3. Contingency Players (Singapore Tournaments):
- Extra players attend for injuries only; expectations must be managed.
  - Fees apply only if the player replaces an injured teammate.