

Football Development Policy

Bury Rangers will promote involvement in football for players of all standards and ability.

Bury Rangers will promote excellence in the development of players and teams, which will be measured in the following way:

- Recognition in the community for developing individual players technical and skill level
- Recognition in the league and community for playing attractive skillful football
- The winning of trophies in competitions
- The number of players selected for representative and academy sides

To achieve this objective Bury Rangers will recognise three streams of player ability:

- **Elite Players:** These are members of the age group first team squad, whose technical ability, skill levels and understanding of the game are commensurate with playing at the highest level for that age group
- **Team Players:** These are members the age group who have achieved a good level of technical ability, skill level and understanding of the games and have the potential to progress to the elite squad.
- **Development Players:** Development players may or may not be signed on to represent the club, but are invited to participate in training and potentially matches with the intention of progressing to Team players.

The streaming of players will be at the Age Group Managers discretion, but will be influenced by the structure of the local leagues as it is important that the players are able to compete effectively in games. Streaming must happen before the players enter “competitive” leagues as defined by the relevant league committee.

It is anticipated that there will be movement between the different levels of ability, particularly within the junior age groups. The objectives and policy for streaming players should be open and explained to the parents and players. Managers should be prepared to justify the selection of players in each stream.

There may not be a direct correlation between ability and teams for example a junior age group may have two squads of elite players.

Training policy should ensure that all players are effectively coached and Bury Rangers should aspire undertake the same training and to play the same pattern and style of football across teams and age groups. However the players should train with players of similar ability wherever possible to ensure the drills can be progressed at a rate that is appropriate for each stream of players.

Recruitment Policy

Bury Rangers will implement a recruitment policy that will support its objective of being recognised as an “outstanding” club for the development of football in the local community.

Managers may recruit players to their squads to the maximum allowed by the relevant league guidelines. For small sided and non-competitive games Coaches should ensure all players are provided with a equal amount of match play during games, accepting that squad numbers will mean that some players will play for longer than others.

For small sided games match day teams should consist of no more than ten players. If the total squad numbers exceed this number then a policy of stand down should be introduced.

The stand down policy will ensure that all players are asked to stand down for a game on a rotational basis. If a selected player is unavailable the player stood down can be invited back in to the team.

Players with siblings as members of the club will not be turned away from the club. This means they may be admitted as a “development” player if the team is fully subscribed to the maximum allowed by the league.

Managers may recruit new or additional players, or invite trialists to train with the club at their discretion. These players may not be members of the teams. They may remain as development players, or they may be signed to one of the existing teams.

No player should be asked to leave the club due to their footballing ability. They may be transferred between teams or become a development player at the Managers discretion.

This policy will not contravene the Bury Rangers Codes of conduct or the FA guidelines for the coaching of football *[insert links]*.