



U11 & U12 Playing Time Policy

West-Mont United continues to provide the best environment for player development and enjoyment. By sharing our Playing Time Policy, we hope to educate our parents and players about the philosophy behind this Policy, aiding them in setting realistic expectations.

Please remember soccer is a team sport, and these age groups are being developed as a whole to support the highest possible level of play within their development. At the younger ages, we continuously look to support development, as eventually these 2-3 smaller format teams will combine to form 11v11 teams. The goal is that the level of play is consistent through this development to form, at a minimum, competitive 1st tier and 2nd tier teams in the 11v11 format, achieving this through development during their base level stage (Zone 1) and into their growth level stage (Zone 2 - 11v11).

Based on the level of competition and specific situation, these guidelines may differ slightly from game to game, but over the course of the season, the policies will hold true.

U11 / U12 United (1st Tier)

In order for players to develop a sound technical foundation at this level (Zone 1), each player will receive at least 50% (approximately) playing time in each game. By employing this developmental playing time strategy, players will develop an increased passion for the game that would otherwise subside by simply watching. Although, players playing at the highest level of play, demonstrating consistent commitment/effort to training and games, may be rewarded with additional game time (more than 70%). Also, at this level, playing time is subject to the “fair not equal” policy. The professional coach implements this philosophy, depending on a given week's training sessions, evaluation, and game situation. During tournaments and State Cup, coaches may adjust playing time to be more competitive.

U11 / U12 Union (2nd Tier)

In order for players to develop a sound technical foundation at this level (Zone 1), each player will receive at least 50% (approximately) playing time in each game. By employing this developmental playing time strategy, players will develop an increased passion for the game that would otherwise subside by simply watching. Although, players playing at the highest level of play, demonstrating consistent commitment/effort to training and games, may be rewarded with additional game time (more than 70%). Also, at this level, playing time is subject to the “fair not equal” policy. The professional coach implements this philosophy, depending on a given week's training sessions, evaluation, and game situation.

U11 / U12 Lazars (3rd Tier)

In order for players to develop a sound technical foundation at this level (Zone 1), each player will receive approximately equal playing time in each game. By employing this developmental playing time strategy, players will develop an increased passion for the game that would otherwise subside by simply watching. Although, players playing at the highest level of play, demonstrating consistent commitment/effort to training and games, may be rewarded with additional game time (more than 50%). The coach implements this philosophy, with guidance from the professional coach, depending on a given week's training sessions, evaluation, and game situation.

U11 & U12 Goalkeepers (ALL Tiers)

Full-Time Goalkeepers: Players who wish to be full-time goalkeepers will receive preference when it comes to goalkeeper playing time. For teams that have two full-time goalkeepers, playing time will generally be split between the two players.

Part-Time Goalkeepers: Players who are interested in playing goalkeeper but do not want to play full-time will receive the opportunity to play both in goal and on the field. Their exact amount of GK playing time will depend on whether or not their team has a full-time goalkeeper and the number of part-time goalkeepers.

*For teams that do not have any players interested in playing goalkeeper, willing players will be rotated through the position. We ask that all players be open to the idea in order to fairly share the load.

**No complaints regarding playing time will be tolerated, nor meeting provided if playing time policy is being adhered to.