

GUIDELINES OF A TEAM MERGER

What is a Team Merger?

A merger is when two or more teams who are unable to field a viable or sustainable side combine to make one team.

Benefits of a Team Merger

The benefit of a team merger is to maintain player participation and to minimize the loss of teams with in any particular competition.

Acknowledgement of Clubs of Origin

For any merger arrangement it is vital that the clubs involved are continually being acknowledged.

This can be done through:

- Training and Game venue
- Playing uniform

Nature of a Team Merger

A team's first priority is to explore options first to stay stand alone. These options include:

- Coaching principles which engage all players in your team to maintain them in your side.
"NEVER SACRIFICE A PLAYERS DEVELOPMENT AND PARTICIPATION FOR WINNING"
- Liaising with aligned schools to attract new participation into your team.

When considering a merger your club should consider the following-

- Existing players should not have playing time or opportunities jeopardized under any circumstances and are to be offered priority to re-join their team.
- Team numbers to be strictly adhered to particularly 8's & 9's as having a large numbers is a nightmare for coaches and at this level players generally play all games. Reasons should be stated "why" if the numbers are excessive.
- Participation should be the key reason for any mergers not loading a team with talent.
- Mergers should be seen as the last option, a standalone team is preferable for participation and playing players up should also be considered if an age team below has excess numbers.

What are the suggested Squad Sizes?

In community club football one of the objectives is to maximize participation of all players which involves avoid players being rostered off from games and playing a minimum two to three quarters of football each week and playing key positions.

The following squad sizes are a guide for clubs:

- **Year 8 and 9:** Maximum 20 – 25 players
- **Year 10, 11, 12:** Maximum 25 – 30 players

Transfer Policy

When two or more teams merge and as a result have the appropriate number of players for that particular age group (*refer to suggested squad sizes*) there should be no reason for them to gain any more players. As such in line with the WA Football by-Laws, the District JCC Executive can refuse clearances. As such the District JCC Executive has the right to 'decline' any clearances from outside clubs if it is deemed appropriate based on the circumstances presented.

This policy is in place for the best interest of others team's viability and also the competition.

Depending on the circumstances any new player who has no previous registration within the Claremont District will be directed to a team that requires players.

Application for Team Merger

Teams who wish to merge with other teams must first apply to their respective Districts Youth Retention Sub Committee with a 'Nomination of Intention' to merge. This nomination of intention must be received by the **February 28th, 2016**.

Once the application is received the Youth Retention Sub Committee will review and notify within two weeks. The application must include the following:

- | | |
|---|--|
| *Name of the Team | * Age group |
| *Clubs involved | *Club Administrating the team |
| *Coach- Level of Coach Accreditation | *Team Manager |
| *Jumper Arrangement | *Ground Allocation – training and game |
| *List of Players and club of origin | *List of game day volunteers and their club of origin. |
| *Level of insurance of the clubs involved | |

*****The nomination of intention must be signed off by both club presidents.**

Ground Allocation

Training and game ground arrangements should be done so both teams are satisfied with the outcome.

These arrangements could include but not restricted to the following:

- Train and play at the one ground
- Share training and home games

Jumper Arrangement

Jumper arrangement should be made so both teams are satisfied with the outcome.

These arrangements could include but not restricted to the following:

- Alternate uniforms each week
- Combine the two uniforms together.

Volunteer Involvement

As part of the success of team mergers, volunteer involvement must ideally be split 50% to ensure involvement by both teams.

Administration

It is agreed by the teams involved which club's responsibility it is to 'Administer' the team. The Administration includes:

- Registrations
- Clearances
- Arranging Umpire Fees
- Payment of Operating costs

Clearances

As part of the merger administration, all players must be registered under one of the club's database. There are two options for clearance.

- A full clearance where the player is fully registered with that club.
- Players to be transferred to agreed club on Type 2 Permit. This will enable the players to remain registered with their club of origin and clubs to maintain 'games played' with their club origin.

Player Fees and Operation Costs

The Player Registration Fees are to be agreed to by the two clubs involved.

Operation costs of the team are to be split 50% by the clubs involved. These costs include team nomination, umpire fees and additionally perhaps playing uniform, coaching fees and any other operating costs.

Team Name

All team names are to be combined with the clubs involved, for example Bayswater / Morley.

Teams may change to a 'mutual name' if they have three more teams involved in their merger.

If there is more than one merged team in an age group, it will be decided by the District JCC Executive on the names of those teams.

Terms of Reference:

- Merger :** Two or more teams combining to make one team.
- Squad Size:** The appropriate number of players in a team.
- New Player:** A participant who has no previous record of registration of playing with in the Claremont District.
- Demons, Royals, Swans:** A name which can be given to a merged team in the Year 10, 11, 12 age group which has three or more clubs involved
- Administration:** The club taking the role of facilitating all operation costs involved with the team.