

KBSC Player Development & Playing Time Standards

Effective 8/1/2025

Recreational Play Division (PeeWee, Intramural/Pre-Development, JR Academy)

1. Ages 3-15

2. Game Format: 4 v 4, 5 v 5, 6 v 6

3. Goals:

- We recommend equal playing time for recreational play. In game settings or intramural games, coaches should rotate the players frequently (5–6-minute intervals) and allow equal time for all players.

The goal is to provide a positive and inclusive environment where all players can develop their skills and enjoy the game. The focus is on player development, skill building, ball mastery, and game enjoyment. Scores are not recorded on the Intramural Friday games, nor are standings kept throughout the season.

- Implement the training model to ensure players are learning the fundamentals of ball mastery, control, dribbling, shooting, trapping, and player movement. Prepare the players ages 6 and 7 for transition to Competitive play.
- Conduct player evaluations for U9/8 and U8/7-year-olds by mid-April, after internal tryouts.
- Organize weekly intramural games and periodic games with the Competitive program to evaluate players and prepare for opportunities to transition into the Competitive program.

Competitive Play Division (Ages: 7-18) U8–U10

1. Game Format: 7 v 7

2. Playing Time & Substitutions

- A minimum of 50% match time and practice time for every player is recommended; with smaller teams, aim for equal game and practice time. Practice times will adhere to maximum and equitable development for each player.
- Use longer uninterrupted periods (e.g., 12-minute or game quarters) instead of frequent short substitutions during the 25-minute half.
- Academy teams, playing in the Florida Academy League (FAL), must play each player at least one quarter of the game. No exceptions. No bench warming. NO player shall be left on the bench for the entire game. The coach must ensure that any player who did not play 50% for a FAL game, the player is compensated at the next FAL, EDP, or other league game as a starter and plays more than 50% of the game.

3. Game Starting Lineup Rotation

- Each player starts a minimum of 25% of games across the season.
- Rotate positions regularly: e.g., assign new positions after each quarter or when appropriate during substitutions or injuries, and avoid static roles and assigning players to the same position.

4. Captaincy Rotation

- Rotate captains each match, giving all players leadership experience; optionally tied to position rotation and role assignments.

U11–U12

1. Game Format: 9 v 9

2. Playing Time & Substitutions

- A minimum of 50% match time and practice time for every player is recommended; with smaller teams, aim for equal game and practice time. Practice times will adhere to maximum and equitable development for each player.
- Coaches may begin manageable game-time differentiation based on consistent performance/attendance, but with clear communication with players and parents/guardians about reasons for differentiation and equitable future playing time.
- Academy teams, playing in the Florida Academy League (FAL), must play each player at least one quarter of the game, or 15 minutes. No exceptions. No bench warming. NO player shall be left on the bench for the entire game. The coach must ensure that any player who did not play 50% for a FAL game, the player is compensated at the next FAL, EDP, or other league game as a starter and plays more than 50% of the game.

3. Game Starting Lineup Rotation

- Each player starts a minimum of 25% of games
- Rotate positions regularly: e.g., assign new positions after each quarter or when appropriate during substitutions or injuries, and avoid static roles and assigning players to the same position.

4. Captaincy Rotation

- Share captaincy across the squad—rotate regularly—to build leadership skills in multiple players and allow each player to be captain of at least one game per season.

U13-U19

1. Game Format: 11 vs 11

Match participation shifts toward merit-based, but the aim is 50% playing time across the season, especially in developmental games when playing with weaker opponents or when playing in more than one league during the season.

Minimum standards per game:

- U13-U14 teams: players expected to play a minimum of 23 minutes (70- minute game) per game.
- U15-U16 teams: players expected to play a minimum of 25 minutes (80- minute game) per game.
- U17-U19 teams: players expected to play a minimum of 27 minutes (90- minute game) per game.

2. Playing Time

- Baseline threshold: the aim is for every player to average 50% match time per season; however, Coaches may begin to concentrate playing time on high performers/interested players with clear communication to players and parents/guardians about reasons for differentiation in playing time.
- Academy or Elite teams playing in the National Academy League (NAL) or National 1 League: the coach must manage playing time and ensure that expectations are communicated in advance to the player(s) and parents to achieve 50% playing time during the season.
- If a player does not play meaningful minutes due to the level of competition or because of State Cup or Tournament semi-final or final competition, those players are expected to be compensated as starters and/or receive more than 50% playing time at the next EDP and/or NAL or National 1 League games.
- No Bench Warming. All players should receive adequate playing time to maintain their engagement and enthusiasm for the sport.

3. Starting Lineup Rotation

- Lineups are generally merit-based but ensure equal start opportunities over the season for committed and trained players. Rotating starters is recommended so that each player starts once every 4 games.
- In tournaments, short-term selection flex may be applied with transparency.

4. Captaincy Rotation

- Typically, captains and co-captains are chosen based on leadership and maturity, but rotation is encouraged to develop multiple leaders and foster team culture.

No Play Disciplinary Action Policy (All Age Groups): A player cannot be benched for an entire game and receive no playing time. This is not acceptable. If a player is rostered for a game and she or he is at the game, they are expected to play a minimum of 12-15 minutes for U8-U12 games. U13-U19 are based on merit, but each player is expected to play a minimum of a quarter of the game or 15-20 minutes, based on the age group. If a coach fails to play a player, the following disciplinary action shall be taken:

1. First offense: the coach shall receive a written notice and a \$250 fine

2. Second offense: the coach shall be suspended for 2 weeks without pay. 3. Third offense: the coach will be dismissed from the club. Key Biscayne Technical Director, DOC, and Coaches Standards Document Head of Soccer Program, Technical Director (TD), and Director of Operations (DOO)
- TD & DOC to oversee and monitor program compliance and procedures outlined in the “Player Development Standards” for each age group and division.
 - TD & DOC to monitor via monthly documented and certified reports on divisional activity, coaches’ training, and game player criteria to ensure all minimum player requirements according to the “Player Development Standards” document are being met to maximize player development at all age groups and divisional levels. The report(s) will be presented to the head of the soccer program for signature certification after each period and filed for future reference and spot-checked by the Head of Key Biscayne Athletics and Programs Director and/or someone designated to monitor this process. All documents to monitor the activities will be vetted and approved by the Village of Key Biscayne Athletics and Programs Director before implementation.
 - TD & DOC to ensure each player in each age group/division receives a coach’s written quarterly, and end-of-season evaluation according to the “Player Development Standards” document. The DOC of the soccer program will certify each player evaluation via signature sign-off after each period, and the document(s) will be filed for future reference and spot-checked by the Head of Key Biscayne Athletics and Programs Director and/or someone designated to monitor this process. All documents to monitor the activities will be vetted and approved by the Key Biscayne Athletics and Programs Director before implementation. Coach Compliance Requirement.
 - All coaches will sign an agreement to strictly follow the organization’s Player Development & Playing Time Standards Agreement set forth, outlining all minimum player criteria to ensure there is adherence to the organization’s rules on maximizing development at all age groups and divisional levels.
 - The Player Developmental Standards Agreement shall include annual player evaluations.
 - o Under the TD & DOC supervision, the coaches will ensure each player in each age group/division receives a mid-year and end-of-season written evaluation. These reports will be presented to the TD & DOC for signature and sign-off certification after each period.
 - o A file of each player shall be maintained by the club and filed for future reference and spot-checked by the Head of Key Biscayne Athletics and Programs Director.
 - o Once certified that the coaches would present the evaluation to each player and the player’s parent or guardian. All documents to monitor these activities will be vetted and approved by the Key Biscayne Athletics and Programs Director.

Other Considerations

- Player rotation and time played can vary based on the following considerations during the practice sessions leading up to game day:

- o Attendance (Absences & Tardiness)
- o Attitude
- o Concussion Protocol
- o Dress Code
- o Effort (Intensity)
- o Illness (Health)
- o Injuries
- o Player Pass
- o Registration
- o Sportsmanship
- o Teamwork