

Team Selection Policy

This policy is written to align with the Waikirikiri Hockey Strategic plan, the Hockey New Zealand and Canterbury Hockey Association guidance which focusses on participation and enjoyment in the younger years with increased levels of emphasis on teamwork and skills development as the players move up the grades, leading to performance at the senior level. Coaches focus on technical skills development, rules observance, teamwork, involvement and positioning in order to prepare players for the next level.

The club has identified that performance of a team grows cumulatively each year and we will attempt to keep the players in the same teams as much as possible. As players move through the grades and onto the senior competitive age brackets having played together for a while, they should perform better as a team due to familiarity with each other and their confidence in combinations.

Waikirikiri Hockey will place teams in a suitable grade at the start of the season to try and ensure an appropriate level of competition. This is to ensure that players have an opportunity to learn all aspects of the game in readiness for the next level. Grade changes may be made by CHA during the season to reflect performance.

Grade Name	Grade Emphasis & Specifics	Selection Criteria – Not Ranked
Fun Sticks	Participation, enjoyment and hands on emphasis.	No selections - group sessions.
(School year 1 & 2)	Basic skills development.	
	Boys and Girls participate together	
Mini Sticks	Participation and skills development emphasis.	Group by school year.
(School Year3 & 4)	Separate gender teams from this age on.	Older children are ranked higher.
	CHA player criteria must be met, i.e. no year 2's registered for a team	Group by school where possible.
	Games ¼ full sized turf - 6 aside	Group friends where possible.
	CHA do not publish game results, and pools are ranked by colour.	
	No Penalty Corners.	
	Ideal Squad size 8 players	
	Players can fill in for a team above but not for a team below.	
Kiwi Sticks - No	Skills, teamwork, rule observance and positioning	Group by school year.
Goalkeeper	development emphasis.	Older children are ranked higher.
(School years 5 & 6)	CHA player criteria must be met, i.e. no year 4's registered for a team	Group by school where possible.
	Games ½ full sized turf - 6 aside	Group friends where possible.
	CHA do not publish game results, pools are ranked.	



	No Penalty Corners Ideal Squad size 8 players. Players can fill in for a team above but not for a team below.	 Group players by the team they were in last year Group players by skill
Kiwi Sticks - Goalkeeper (School years 5 & 6)	Skills, teamwork, rule observance and positioning development emphasis. CHA player criteria must be met, i.e. no year 4's registered for a team Games ½ full sized turf - 7 aside CHA do not publish game results, pools are ranked. No Penalty Corners Ideal Squad size 10 players. Players can fill in for a team above but not for a team below.	 Group by school year. Older children are ranked higher. Group by school where possible. Group friends where possible. Group players by the team they were in last year Group players by skill
GRADE Kwik Sticks 7 -aside (School years 7 & 8)	Skills, teamwork, rule observance and positioning development emphasis. CHA player criteria must be met, i.e. no year 6's registered for a team Games ½ full sized turf - 7 aside Ideal Squad size 10 players Goalkeepers Penalty Corners (4 defenders including Goalkeeper)	 SELECTION CRITERIA Group by school year. Older children are ranked higher. Group by school where possible. Group friends where possible. Group players by the team they were in last year Group players by skill
Kwik Sticks 11-aside (School Years 8) *This is a second half of the season grade and is optional at the club's discretion.	Preparation for 11 a-side emphasis, changes in tactics, positioning & roles. CHA player criteria must be met. Games Full Turf - 11 aside. CHA do not publish game results, pools are ranked. Ideal Squad size 15 players.	 Group by school year (8) Group players by skill. Existing teams reshuffled in discussion with coaches & Club Captains.
Platinum & Open Grades	Competition Focus with promotion and relegation Games Full Turf - 11 aside CHA publishes game results, pools are ranked. Ideal Squad size 15/16 players.	 Specific role ability. Awareness of game situations & tactics. Rules awareness and observance. Rank players by skill & ability.



Registered players MUST be year 9 or over	Rank players by fitness.
Trials will be held.	Rank players by age.
Tridis Will be field.	Peer dynamics.

Supplementary Notes

- Team composition is derived from the above criteria based on registration numbers in order to balance playing opportunities, squad size, experience etc. Coach input maybe requested but is not a deciding factor in final allocation.
- The committee reserves the right to move players in teams, movement will only take place after discussion with the relevant Junior Club Captain, parents and the player (where appropriate).
- Grouping Junior players by school allows them to be playing with their peers and settling in well, it will also assist with carpooling and management as the players and parents will more likely know each other. This will also help to develop the school hockey program in each school and overall improve Selwyn Schools participation in primary level Sport Canterbury competitions. This should transition through to High School as players are most likely attend the same High School thus retaining players and keeping them with the Club and High School teams.
- Junior teams are not assessed. The selection criteria are shown in the table and based on the 'Balance is Better'
 philosophy from Sport New Zealand and supported by Hockey New Zealand, Canterbury Hockey Association and
 Waikirikiri Hockey.
- Trials are only for Platinum and Open Grade teams where a series of drills & games that test skill, spatial awareness, intensity, fitness, teamwork and peer interaction.
- Players that cannot be present for at least one trial are to complete a Trial Dispensation form.