



LANGTON GREEN EAGLES BASKETBALL CLUB • KENT • UK

# SELECTION & PLAYING TIME.



# FAIR DOES ~~NOT~~ ALWAYS MEAN EQUAL.

§ TWENTY-SIX  
SUMMARY STATEMENT  
P. 12 / 12

VERSION

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APPLIES TO

ALL SQUADS  
U12 / U14 / U16

APPROVED BY

**DINO MYERS-LAMPTEY**

CHAIR • LANGTON GREEN CSA

*Approved • LGCSA*

CORE COMMITMENT · § 26 SUMMARY

# PLAYERS EARN TRUST THROUGH EFFORT · ATTITUDE · COMMITMENT · RESPECT.

Coaches make decisions in the best interests of the player, the team and the club. This document explains how — section by section. Read it once, share it with your player, refer back when needed.

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# 01 PURPOSE.

§ ONE  
WHY THIS EXISTS.

Langton Green Eagles Basketball Club wants every player to develop, enjoy basketball and contribute positively to the team.

This policy explains how squad selection and playing time decisions are made. It gives players, parents and carers clarity, while protecting the role of coaches to make decisions in the best interests of the team, the player and the club.

Read alongside the club’s code of conduct, safeguarding policy, parent/carer agreement and match-day protocol. Reflects the KCJBL code of conduct’s emphasis on player development, enjoyment, teamwork, safety, respect and fair play.

# 02 OUR APPROACH.

§ TWO  
SEVEN THINGS WE WANT.

Langton Green Eagles is a competitive youth basketball club. We want players to –

- |                                       |   |   |  |                                      |   |   |
|---------------------------------------|---|---|--|--------------------------------------|---|---|
| <p><b>01</b><br/>ENJOY BASKETBALL</p> | <p><b>02</b><br/>IMPROVE THEIR SKILLS</p> | <p><b>03</b><br/>LEARN HOW TO COMPETE</p> | <p><b>04</b><br/>UNDERSTAND TEAMWORK</p> | <p><b>05</b><br/>SHOW COMMITMENT</p> | <p><b>06</b><br/>REPRESENT THE CLUB</p> | <p><b>07</b><br/>DEVELOP CONFIDENCE</p> |
|---------------------------------------|---|---|--|--------------------------------------|---|---|

RECOGNITION · LONG-TERM

**U12, U14 & U16 PLAYERS ARE *STILL LEARNING*. SELECTION & PLAYING TIME SUPPORT LONG-TERM DEVELOPMENT – NOT SHORT-TERM RESULTS.**

# 03 KEY PRINCIPLES.

§ THREE  
SEVEN RULES. READ IN ORDER.

- |  |   |  |  |
|--|---|--|--|
| <p><b>01</b><br/><b>WELFARE FIRST.</b><br/>Player safety, wellbeing and confidence come before winning.</p>                              | <p><b>02</b><br/><b>DEVELOPMENT MATTERS.</b><br/>Players need meaningful opportunities to learn, practise and compete.</p>              | <p><b>03</b><br/><b>COMMITMENT COUNTS.</b><br/>Attendance, punctuality, effort and attitude will be considered.</p>  | <p><b>04</b><br/><b>TEAMWORK MATTERS.</b><br/>Basketball is a team sport. Players support teammates and accept their role.</p> |
| <p><b>05</b><br/><b>COMPETITION IS PART OF LEARNING.</b><br/>League games may involve tactical decisions and different playing time.</p> | <p><b>06</b><br/><b>COACHES MAKE FINAL DECISIONS.</b><br/>Coaches are responsible for selection, substitutions and game management.</p> | <p><b>07</b><br/><b>COMMUNICATION IS RESPECTFUL.</b><br/>Concerns should be raised calmly and at the right time.</p> | <p><b>*</b><br/><b>THESE SEVEN SIT ABOVE EVERY OTHER LINE IN THIS DOCUMENT.</b></p>  |

# 04 AGE GROUP APPROACH.

§ FOUR  
DIFFERENT AGES,  
DIFFERENT BAR.

The bar moves with the age group. U12 leans toward enjoyment; U16 toward competition. All three sit on the same welfare floor.

SQUAD • TIER 01 • DEVELOP

## U12

### ENJOYMENT-LED BASKETBALL.

ENJOYMENT	01
CONFIDENCE	02
LEARNING THE GAME	03
TEAMWORK	04
BASIC SKILLS	05
GOOD HABITS	06
FAIR OPPORTUNITY	07

Meaningful game experience across the season. Playing time may still vary by fixture, attendance, readiness and match context.

SQUAD • TIER 02 • BUILD

## U14

### INCREASING COMMITMENT.

TRAINING ATTENDANCE	01
EFFORT & ATTITUDE	02
TECHNICAL DEVELOPMENT	03
TACTICAL UNDERSTANDING	04
FITNESS & READINESS	05
BEHAVIOUR & DISCIPLINE	06
TEAM BALANCE	07
MATCH CONTEXT	08

Coaches continue to support development while helping players understand the demands of competitive basketball.

SQUAD • TIER 03 • COMPETE

## U16

### COMPETITION IS REAL.

COMMITMENT TO TRAINING	01
PERFORMANCE LEVEL	02
TACTICAL FIT	03
PHYSICAL READINESS	04
DECISION-MAKING	05
DEFENSIVE EFFORT	06
TEAMWORK	07
LEADERSHIP	08
MATCH CONTEXT	09
NEEDS OF THE SQUAD	10

Greater competition for places and minutes — while still supported as young people and developing athletes.

FLOOR • CONSTANT ACROSS ALL THREE TIERS

# WELFARE. RESPECT. EFFORT. ALWAYS.

# 05

# SELECTION CRITERIA.

§ FIVE

14 FACTORS. NONE ALONE.

Players may be selected for matches based on any combination of –

- |   |                                      |
|---|--------------------------------------|
| <b>01</b> Availability  | <b>08</b> Skill development          |
| <b>02</b> Attendance at training                                  | <b>09</b> Fitness & injury status    |
| <b>03</b> Punctuality   | <b>10</b> Tactical needs             |
| <b>04</b> Effort in training                                      | <b>11</b> Squad balance              |
| <b>05</b> Attitude & behaviour                                    | <b>12</b> League or tournament rules |
| <b>06</b> Respect for coaches, teammates, officials and opponents | <b>13</b> Welfare considerations     |
| <b>07</b> Understanding of team principles                        | <b>14</b> Previous match conduct     |

CRITICAL · § 05 · READ TWICE

## SELECTION IS NOT BASED ONLY ON ABILITY.

A talented player with poor attitude, poor attendance or poor respect may not be selected ahead of a player who shows commitment, effort and team values.

# 06

# PLAYING TIME CRITERIA.

§ SIX

ACROSS THE SEASON – NOT THE GAME.

Playing time may vary depending on –

- |                  |                   |                   |                     |                            |         |
|------------------|-------------------|-------------------|---------------------|----------------------------|---------|
| AGE GROUP        | SQUAD SIZE        | PLAYER READINESS  | TRAINING ATTENDANCE | EFFORT & ATTITUDE          | FITNESS |
| INJURY / ILLNESS | FOUL TROUBLE      | MATCH SITUATION   | TACTICAL MATCH-UPS  | DEFENSIVE RESPONSIBILITIES |         |
| TEAM BALANCE     | PLAYER CONFIDENCE | DEVELOPMENT NEEDS | PLAYER CONDUCT      |                            |         |

PRINCIPLE

Playing time **will not** always be equal in every match.

COMMITMENT

Coaches will aim to be **fair across the season** – not equal within every game.

# 07

# MINIMUM PLAYING TIME.

§ SEVEN

NO-COURT-TIME EXCEPTIONS.

The club will aim to avoid a player attending and getting no court time, unless there is a clear reason. Examples –

- |                   |              |                    |                          |                         |                      |                           |
|-------------------|--------------|--------------------|--------------------------|-------------------------|----------------------|---------------------------|
| INJURY OR ILLNESS | LATE ARRIVAL | DISCIPLINARY ISSUE | NOT READY TO PLAY SAFELY | TOURNAMENT RESTRICTIONS | SAFEGUARDING CONCERN | EXCEPTIONAL CIRCUMSTANCES |
|-------------------|--------------|--------------------|--------------------------|-------------------------|----------------------|---------------------------|

Where a player does not play, the coach should aim to speak to the player afterwards and explain the reason in an age-appropriate way.

# 08 GAME TYPES.

§ EIGHT

**DIFFERENT FIXTURES,  
DIFFERENT PRIORITIES.**

Three contexts. The dial between development and competition turns with the fixture.

CONTEXT • 01

## DEVELOPMENT GAMES.

**PRIORITY – LEARN & EXPERIMENT.**

---

LEARNING

---

EXPERIMENTATION

---

CONFIDENCE

---

BROADER PLAYING TIME

---

DIFFERENT POSITIONS

---

SKILL DEVELOPMENT

CONTEXT • 02

## LEAGUE GAMES.

**PRIORITY – BALANCE  
DEV & COMPETITION.**

---

DEVELOPMENT

---

COMPETITIVENESS

---

TEAM STRUCTURE

---

TACTICAL NEEDS

---

PLAYER READINESS

---

MATCH SITUATION

CONTEXT • 03

## TOURNAMENTS.

**REALITY – SHORT GAMES, ROTATION,  
FATIGUE.**

---

SHORT GAME LENGTHS

---

QUICK TURNAROUNDS

---

KNOCK-OUT FORMATS

---

SQUAD ROTATION

---

INJURY MANAGEMENT

---

TACTICAL DECISIONS

# 09 TRAINING & COMMITMENT.

§ NINE

**PRACTICE GETS YOU  
MINUTES.**

Regular training attendance is important. Players who train regularly are more likely to –

- ✓ Understand team plays
- ✓ Build chemistry with teammates
- ✓ Improve fitness
- ✓ Develop skills
- ✓ Be ready for match situations
- ✓ Earn selection & playing time

CONSEQUENCE

## MISS TRAINING REGULARLY – YOUR MINUTES MAY FOLLOW.

If a player regularly misses training, their selection or playing time may be affected.

VALID REASONS • ALWAYS CONSIDERED

ILLNESS

FAMILY COMMITMENTS

SCHOOL COMMITMENTS

OTHER AGREED CIRCUMSTANCES

# 10

# BEHAVIOUR & ATTITUDE.

§ TEN

PLAYERS ARE EXPECTED TO

01 Listen to coaches

02 Work hard

03 Support teammates

04 Respect officials

05 Respect opponents

06 Show self-control

07 Accept feedback

08 Avoid arguing about substitutions

09 Stay engaged when on the bench

10 Represent the Eagles positively

CONSEQUENCE · § 10

## POOR BEHAVIOUR MAY AFFECT SELECTION OR PLAYING TIME.

Disrespect · arguing · taunting · swearing · poor body language · refusing instruction · behaviour that damages team spirit.

# 11

# INJURIES, ILLNESS & RETURN TO PLAY.

§ ELEVEN

TELL THE COACH. ALWAYS.

Players must tell the coach if they are injured, unwell or unable to play safely.

COACHES MAY REDUCE OR REMOVE PLAYING TIME IF A PLAYER

- ✓ Is carrying an injury
- ✓ Is recovering from illness
- ✓ Has a suspected head injury
- ✓ Appears fatigued or distressed
- ✓ Cannot play safely
- ✓ Has been advised not to play

NON-NEGOTIABLE

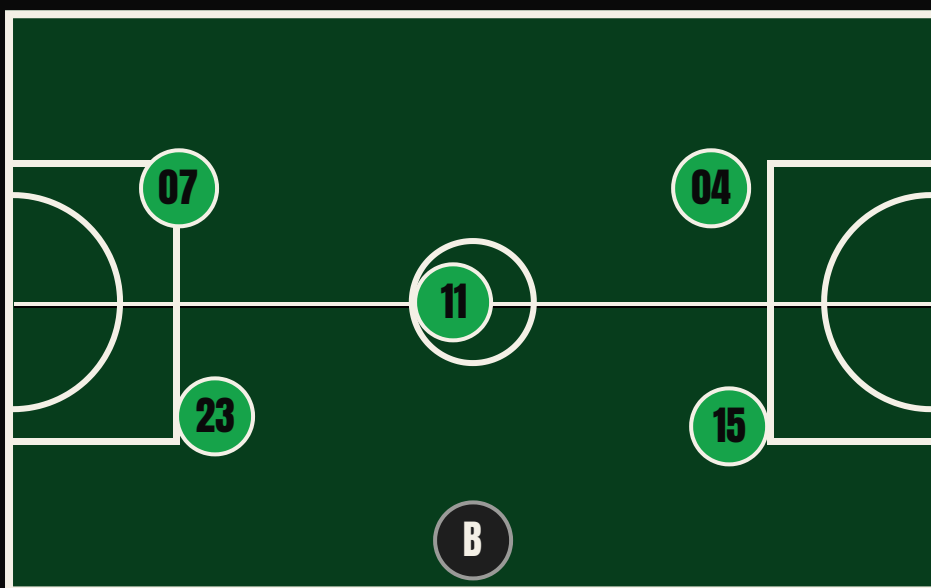
## IF IN DOUBT – SIT THEM OUT.

No player should be pressured – by coaches, parents, carers or teammates – to play when injured or unwell. Suspected concussion: stop playing & seek medical advice.

# 12 POSITIONS & ROLES.

§ TWELVE

ROLES CHANGE. SO DO YOU.



Basketball development includes learning different roles. A player's role may change during the season – accept it positively and keep working.

**PLAYERS MAY BE ASKED TO –**

- ✓ Play a different position
- ✓ Focus on defence
- ✓ Come off the bench
- ✓ Start some games and not others
- ✓ Mark a specific player
- ✓ Support the team vocally
- ✓ Play fewer minutes one game, more the next

## 13 - STARTING FIVE

§ THIRTEEN

**BEING IN THE STARTING FIVE IS NOT PERMANENT.**

**STARTING DECISIONS MAY BE BASED ON –**

- TRAINING PERFORMANCE    MATCH-UPS    TACTICS
- FITNESS    ATTITUDE    TEAM BALANCE
- OPPOSITION STRENGTHS    PREVIOUS GAME

A player who starts one game may not start the next. This is not punishment.

## 14 - SUBSTITUTIONS

§ FOURTEEN

**SUBS ARE MADE BY THE COACH.**

**SUBSTITUTIONS MAY BE BASED ON –**

- REST & ROTATION    FOULS    INJURIES
- DEFENSIVE MATCH-UPS    ATTACKING NEEDS
- PLAYER CONFIDENCE    TACTICAL CHANGES
- GAME MOMENTUM    DEVELOPMENT

Come on and off positively. Do not argue about being substituted.

# 15 PARENT & CARER EXPECTATIONS.

§ FIFTEEN  
FROM THE SIDELINE.

The court belongs to the coach. The sideline belongs to encouragement.

### DO • FROM THE SIDELINE.

- Respect the coach’s selection decisions.
- Encourage *effort & attitude* rather than minutes alone.
- Help players accept their role.
- Raise concerns *calmly & privately*.

### DON'T • FROM THE SIDELINE.

- Challenge playing time during matches.
- Shout tactical instructions from the sideline.
- Compare players or discuss other children’s selection.
- Approach the coach immediately after a game.

#### COOLING-OFF RULE

## WAIT 24 HOURS.

A short cooling-off period helps everyone have a better conversation. Do not approach coaches immediately after a game to challenge selection or playing time.

# 17 CONCERNS PROCESS.

§ SEVENTEEN  
SEVEN STEPS. IN ORDER.



#### SAFEGUARDING

Safeguarding or welfare concerns are *not* in this flow. Raise them *immediately* with the Club Welfare Officer.

# 16 PLAYER CONVERSATIONS WITH COACHES.

§ SIXTEEN  
ASK. THEN ACT.

Players are encouraged to speak to coaches about their development. Coaches should aim to give honest, constructive and age-appropriate feedback.

<p>ASK · 01</p> <p><b>WHAT SHOULD I WORK ON?</b></p>	<p>ASK · 02</p> <p><b>HOW CAN I EARN MORE MINUTES?</b></p>	<p>ASK · 03</p> <p><b>WHAT IS MY ROLE?</b></p>	<p>ASK · 04</p> <p><b>WHAT DID I DO WELL?</b></p>	<p>ASK · 05</p> <p><b>HOW CAN I HELP THE TEAM?</b></p>
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# 18 WHAT COACHES WILL & WON'T DISCUSS.

§ EIGHTEEN  
THE LINE.

<p>WILL DISCUSS</p> <p><b>ABOUT YOUR CHILD.</b></p> <ul style="list-style-type: none"> <li>• Your child's development</li> <li>• Your child's attitude</li> <li>• Your child's training attendance</li> <li>• Your child's role in the team</li> <li>• Your child's areas for improvement</li> <li>• Your child's welfare or confidence</li> </ul>	<p>WILL NOT DISCUSS</p> <p><b>ABOUT ANYONE ELSE.</b></p> <ul style="list-style-type: none"> <li>• Another child's selection</li> <li>• Another child's playing time</li> <li>• Another child's behaviour</li> <li>• Confidential team matters</li> <li>• Private family or welfare information</li> </ul>
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# 19 FIXTURE COMMUNICATION.

§ NINETEEN  
WHAT YOU'LL GET. WHAT WE NEED.

**COACHES WILL AIM TO COMMUNICATE –**

- ✓ Squad selection
- ✓ Fixture details
- ✓ Arrival times
- ✓ Kit requirements
- ✓ Expected availability
- ✓ Any specific team instructions

WHEN SELECTION CHANGES LATE

Selection may change due to **illness, injury, availability, venue issues or league requirements**. Late notice is a fact of community sport.

FROM YOU

**RESPOND PROMPTLY TO AVAILABILITY REQUESTS.**

# 20 FINALS & IMPORTANT FIXTURES.

§ TWENTY  
THE BIGGEST GAMES.

For finals, play-offs or important league fixtures, coaches may give greater weight to –

<b>01</b> PERFORMANCE	<b>02</b> TACTICS	<b>03</b> FITNESS	<b>04</b> EXPERIENCE	<b>05</b> TRAINING	<b>06</b> PRESSURE	<b>07</b> TEAM BALANCE	<b>08</b> DEFENSIVE DISCIPLINE
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Playing time may be less evenly shared in these fixtures. Coaches should still consider player welfare and long-term squad development.

## 21 - NEW & TRIAL

§ 21

New & trial players may need time to understand the team and level. Coaches consider –

ABILITY	POTENTIAL	ATTITUDE
FITNESS	EXPERIENCE	
POSITIONAL NEED	SQUAD FIT	
IMPACT ON OTHERS		

## 22 - DUAL AGE

§ 22

Some players are eligible for more than one age group. Coaches consider –

WELFARE	PHYSICAL READINESS
CONFIDENCE	DEVELOPMENT BENEFIT
TRAINING LOAD	MATCH LOAD
LEAGUE RULES	SQUAD NEEDS

**No player should be overplayed across age groups.**

## 23 - SQUAD SIZE

§ 23

Squad size affects playing time. Where squads are large, the club may use –

- ✓ Rotation across fixtures
- ✓ Development games
- ✓ Selected squads for league games
- ✓ Additional friendlies
- ✓ Training groups
- ✓ Tournament opportunities

**Across the season – the club will aim to give players opportunities. It cannot guarantee equal playing time for every player in every game.**

## 24 - REVIEW & FEEDBACK § TWENTY-FOUR

Coaches should aim to review player development during the season. Feedback should be constructive, specific and focused on improvement.

- ✓ Informal feedback after training
- ✓ Player conversations
- ✓ Parent updates where appropriate
- ✓ Development goals
- ✓ End-of-season review
- ✓ Guidance on what to practise

## 25 - BREACHES & DISPUTES § TWENTY-FIVE

Repeatedly challenging selection in a way that undermines coaches, teammates or the club may lead to –

01	INFORMAL DISCUSSION	LOW
02	WRITTEN REMINDER OF EXPECTATIONS	LOW
03	MEETING WITH COACH & CLUB REP	MED
04	REMOVAL FROM MATCH-DAY GROUPS	MED
05	SUSPENSION FROM ATTENDING MATCHES	HIGH
06	FURTHER CLUB ACTION – SERIOUS CASES	SEVERE

**ABUSIVE, AGGRESSIVE OR INTIMIDATING BEHAVIOUR WILL NOT BE TOLERATED.**

### § 26 · SUMMARY STATEMENT

**FAIR DOES NOT ALWAYS MEAN EQUAL**

Langton Green Eagles Basketball Club will aim to be **fair, honest and development-focused** in selection and playing time decisions. Players earn trust through effort, attitude, commitment, improvement and respect. Coaches will make decisions in the best interests of the player, the team and the club.

APPROVED BY  
**DINO MYERS-LAMPTEY**  
CHAIR · LANGTON GREEN CSA

DATE APPROVED  
**26 · 05 · 2026**

NEXT REVIEW  
**MAY 2027**

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