

Mars Youth Lacrosse 2019 Playing Time Guidelines

	(K-4th grades, B-level) (primary focus is on the individual)	(5th/6th grades, B-level) (focus is balanced between the individual and team)	(7th/8th grades, B-level) (primary focus is on the team)	(7th/8th grades, A-level) (primary focus is on the team)
Overall Guidelines	The Mars Youth Lacrosse Association Board believes strongly in providing players of all ages and skill levels the opportunity to experience and learn the great game of lacrosse, while being offered the opportunity to meaningfully contribute to the success of his team.			
	Significant playing time attracts more kids to teach			
	This Guideline has been developed with the best interest of the entire program in mind, rather than one player or one category of players			
	The natural progression of player/team development: focus is initially on individual skills but must move towards team strategy as player's progress			
	Once a player reaches the 14U level, it's appropriate to begin teaching some of the tougher life lessons such as: (i) those who work the hardest and perform the best will often get more opportunities, and (ii) the success of the whole (team) most often has to be put ahead of the individual			
Play Time	All players are expected to get <i>roughly</i> equal playing time and equal opportunity at midfield, attack and defense.	Although players are not expected to necessarily get equal playing time, every player should be given a meaningful opportunity to contribute to the success of the team (which is not less than one quarter, 8 minutes, per game)	Playing time will be based to a greater extent on performance and game situation; however, every player who regularly attends practice is expected to be given a meaningful opportunity to contribute to the success of the team (which is not less than one quarter, 10 minutes per game).	Playing time will be based on performance and game situation; however, every player who regularly attends practice is expected to be given a meaningful opportunity to contribute to the success of the team (which is not less than 8 minutes per game).
Positions	See above	Returning players may begin to specialize and new players should be given the opportunity to try each position.	Returning players will most likely be specialized based upon the needs of the team. New players should be given an opportunity to try each position; but, a primary position assignment may be based upon the needs of the team.	Players will most likely be asked to specialize based upon the needs of the team.
Goalies	Optimally, at the 10U level, there should be 2-3 goalies per squad, each playing one half in goal and the other in the field. Goalies who don't get adequate playing time outside the goal, may be offered playing time outside the goal on the other Mars 10U squad.	Optimally, there should be 2-3 goalies per squad, each playing one half in goal and the other in the field. Goalies who don't get adequate playing time outside the goal, may be offered playing time outside the goal on another Mars 12U squad.	Optimally, there should be 2-3 goalies per squad, each playing one half in goal and the other in the field. Goalies who don't get adequate playing time outside the goal, may be offered playing time outside the goal on another Mars 14U B-level squad.	No mention