



# FUNTEAM

# FUN DAMENTALS

Part 3 - Gameplay Essentials

## OUR MISSION

FunTeam aims to foster, through active leadership, the participation in sport for children, youth, and adults, in an atmosphere where enjoyment is maximized for all and the cost associated with equipment, facility use and participation is minimized.

## Why Should You Read This:

This document is one part of a series of documents designed to guide all FunTeam participants, families and volunteers through the expectations of what the FunTeam experience is all about, regardless of the sport!





# FunTeam Alberta Gameplay Essentials

FunTeam Alberta takes pride in providing sporting environments where participants, volunteers and families can expect activities to be fun, safe, less competitive, family-oriented and... did we say fun? And while our principles paint a pretty clear picture of what that can look like to our members, it is important that we help support that proposed model with clearly defined documentation that provides direction on how to effectively organize a true FunTeam experience.

Gameplay Essentials refer to the key components of the FunTeam experience that are important on the actual playing field, court or rink. No matter the sport, there are four components that FunTeam coaches and volunteers can focus on to enhance the FunTeam sport environment. These components will help communicate to families what they can expect when their children register for their local FunTeam group. The four Gameplay Essentials include:

1. Playing Time
2. Sportsmanship
3. Game Success
4. Penalties and Fouls

Our four Gameplay Essentials are divided into **Expectations** and **Opportunities**.

**Expectations** can be defined as key aspects of a FunTeam activity that should be included and emphasized to all FunTeam members as integral components to ensuring an authentic FunTeam experience. These expectations help define what makes FunTeam and they benefit our members in a variety of ways.

**Opportunities** can be defined as ideas that our organization recommends to assist in further promoting the fundamental principles that makes FunTeam programming enjoyable for all.



# Playing Time

*“Do you know what my favourite part of the game is? The opportunity to play.” - Mike Singletary*

## Expectation:

1. Every player on the team will have equal opportunity to play because all players are important to the team.

## Why:

- ❖ Increases self esteem for all players regardless of their skill level.
- ❖ Demonstrates the meaning of a team where no one is more important than their teammates
- ❖ Every player pays the same amount at registration, so every player should also have the opportunity to play the same amount.
- ❖ Every player deserves to learn valuable sports skills and share the experience of playing with all of their teammates.

## Opportunities:

1. Have every player rotate through every position. For example, if a defensive player comes off, the next player joins the game playing the same position.
  - a. Organize players waiting to begin playing in such a way that they enter the play through one entrance area while the players exiting play come off into a separate area. This promotes efficient player changes, varying position opportunities for all players and most importantly, equal playing time for all players.
2. Allow position players to play goalie on occasion – the players will develop an appreciation for the position and the other players may accept the challenge of supporting a less experienced player in a new position.
3. Request that a volunteer sound a horn or blow a whistle after a specified time, signalling all players to exit the playing surface and be replaced by new players ready to begin play.



# Sportsmanship

*"Players don't care how much you know until they know how much you care." – Pat Quinn*

## Expectations:

1. Players and coaches should shake hands at the end of each game with their opponents as well as with all game volunteers.
  - a. It is important that coaches lead by example as players of a younger age are very impressionable and will often emulate the actions of their coaches.
2. Coaches and players should support teammates as well as their opposition during games, always providing positive feedback for all good plays no matter the player or team!
3. Coaches and players should always accept the decisions of volunteers involved in organizing the game. Arguments or abuse is not tolerated.

## Why:

- ❖ Actions speak louder than words. Positive interaction with the players and coaches on the opposing team shows respect and encourages camaraderie, regardless of the result of the game.
- ❖ Acts of sportsmanship while playing sports impact how players react to social, family and community situations off the playing surface. They build character, discipline, a feeling of inclusion and self esteem in players of all ages.

## Opportunities:

1. Review the [FunTeam Alberta Fairplay Codes](#) throughout the season with players, volunteers and families.
  - a. For players, this can be done by coaches in the team areas before and after games as well as during breaks. Parents can also have an active role promoting fair play away from the FunTeam sessions.
  - b. For volunteers, this can be done during volunteer orientation sessions.
  - c. For parents, this can be done using regular email communication or during FunTeam activities.
2. Team Leaders can be selected each game from all the players based on attitude, helping other teammates, cleaning up the dressing room, etc. This process shows that they are being selected for their role as a great teammate and not as an individual performer. Celebrating sportsmanship and team spirit is integral to maximizing the FunTeam experience.
  - a. Selecting players for a particular team due to their sport skills tends to send a poor message to parents and all players including those fortunate enough to be skilled. All players are valuable to a team in different ways!
3. Participate in FunTeam Alberta programming that promotes organizational values and principles:



- a. The FunTeam SPIRIT Jersey can be a valuable tool. If coaches truly want to recognize and reward sportsmanship, leadership and respect for others, the SPIRIT jersey can be presented to players who show those qualities on a regular basis. By recognizing qualities other than skill, FunTeam activities can transform all players into better children, students, friends and community members.



# Game Success

*By not keeping score, young players are able to just focus on playing the game and developing their skills, not worrying about the outcome of the game. In a game where winning is everything 50% of players are unsuccessful. FunTeam's goal is 100% success! – Randy Gregg*

## Expectations:

1. The number of goals that a player can score during a game should be a maximum of 3.
2. When a score differential of five is reached in a game, a timeout will be called so coaches can discuss how to alter the team line-ups to ensure a balance where the game becomes competitive and is a good challenge for all!
3. If a scoreboard is used in a FunTeam game, have the scorekeeper stop adding to the score when there becomes a 5 score differential.

## Why:

- ❖ Score is not important when the participating in a FunTeam activity. Groups that follow the Fundamental Principles will see progress in their players that are far more important than simply by winning a game.
- ❖ No team benefits from a lopsided game – not the losing team or the winning team!
- ❖ Great FunTeam groups and their volunteers prioritize the experience of all players in the game – not just their own players.

## Opportunities:

1. Don't display the score of any game.
2. Purposely mix up the positions that players have during games, in order to give them a variety of sport experiences.
3. Purposely change the line-ups in games that are lopsided to ensure a balance of skill in both teams.
  - a. This also allows players to play alongside fellow players with different skill levels.
4. Consider a game option where every player on the team must touch the ball or puck before and points or goals can be scored.



# Penalties & Fouls:

*“Sidney Crosby, our greatest player, I don't want to see Sidney Crosby in the penalty box. I don't want to see Sidney Crosby hurt. I want to see Sidney Crosby play.” – Bobby Orr*

## Expectations:

1. FunTeam Alberta is a non contact organization.
  - a. This will be looked at on a per sport basis.
2. Penalties should not put a team at a disadvantage – there should be no power plays or man advantage situations (if applicable). Any infraction should result in a penalty shot (when applicable) or the equivalent in the sport being played.
  - a. Coaches should use the time during the penalty shot to help the player understand how to prevent further penalty shots using a positive and encouraging manner.
3. Players who receive 3 penalties (or the equivalent to a penalty in the respective sport) in a game will be excused from the game. The player's coach will immediately spend time with the player describing the changes in play that will be required to resume active participation.
4. Penalties resulting in a serious safety violation with intent to injure as determined collectively by FunTeam volunteers will be excused from the rest of the game.
  - a. Please contact the Fun Team Alberta office for assistance with any serious violation.

## Why:

- ❖ Penalties and fouls in a FunTeam activity should be used to control the intensity of play, teach players the rules of the game and prevent possible injuries.
- ❖ Penalties and fouls should be used to help young FunTeam players learn the rules of the game, not simply to penalize them.
- ❖ FunTeam groups will not tolerate direct attempts to injure another player or coach. This type of conduct does not belong in any of our playing environments.
- ❖ FunTeam groups will not tolerate verbal or physical abuse of volunteers, players, coaches or spectators in any manner, as it is in breach of our established FunTeam Code of Conduct.

## Opportunities:

1. Work with the FunTeam Alberta staff to create specific rules for your group that encourage an enjoyable and safe sporting environment that allows for a great FunTeam experience.

