



Playing Time & Player Development Policy

Every Player Plays

Taos Youth Soccer League is a developmental program. Playing time is an opportunity to learn, not a reward that a child must earn.

All registered players will receive equal playing time, managed as evenly as reasonably possible throughout games and across the season.

Playing time will not be increased or reduced because of:

- Skill level or previous soccer experience.
- Athletic ability.
- Goals scored or defensive ability.
- Practice attendance.
- A player's perceived importance to the team.
- A coach's preference for particular players.
- A player's current level of development.

There are no "bench players" at TYSL.

Practice Attendance

Regular attendance is encouraged. Practice gives players valuable opportunities to develop skills, become comfortable with the ball and learn with their teammates.

We also recognize that children and families have different schedules, responsibilities, transportation circumstances and reasons for participating.

Practice attendance does not determine playing time.

Health and Safety

Health and safety take priority over playing time.



A player may be removed from play because of injury, illness or another circumstance in which continuing to participate could jeopardize the player's or another participant's safety.

When the player can safely return, coaches should make a reasonable effort to return the player to normal participation.

Serious behavioral situations may also require temporary removal from an activity under TYSL's Anti-Bullying & Conduct Policy.

Meaningful Playing Time

Equal playing time does not require constant substitutions.

Players benefit from uninterrupted time on the field to become involved in the game, interact with the ball, manage their effort, solve problems and understand the rhythm of play. Coaches should minimize unnecessary substitutions while managing participation fairly.

Development Over Results

Players should not be removed from play simply because they lose possession, miss a shot, attempt an unsuccessful dribble or make an incorrect soccer decision.

Mistakes are part of development.

We want players to have opportunities to dribble, shoot, experiment, compete and make decisions for themselves. As players mature, coaches will progressively introduce more sophisticated passing, positioning, communication and team play.

The purpose remains the same: development.

Every player plays. Every player learns. Every player belongs.