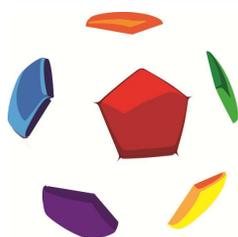


Parent and Coach Information

Soccer for Life Leagues



L·T·P·D
long term player development



LTPD and Leagues for Ages 13 and Up



The three key outcomes of Long-Term Player Development (LTPD)



Physical Literacy (Grassroots) = Development of all players ages 4 to 12

Excellence (Talented) = Pursuit of excellence for ages 13+

Soccer for Life = Competitive and recreational soccer for ages 13+



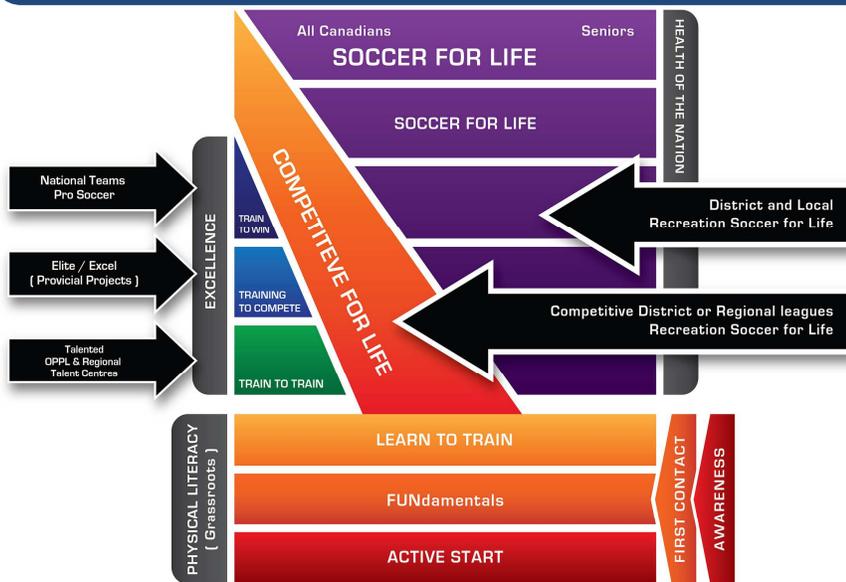
You are here!
Soccer for Life (S4L) Leagues

An Overview of Competition Levels for ages 13+

Competition Level	Objective	Coaching Qualification	Program Hours	Ratio (Practice : Play)	Player description
Provincial	Pursuing competitive excellence	National B MED RiS	250 – 400 hours	4:1	Motivated and possessing the ability to play soccer at the highest level provincially
Regional	Advancing competitive development	Provincial B MED RiS	150 – 250 hours	3:1	Enjoys focusing more time to training and playing
District	Introduction to competitive development	Pre B MED RiS	75 – 150 hours	2:1	Enjoys playing but wants to take soccer more seriously
Local	Competing for enjoyment	Soccer for Life course MED RiS	25 – 75 hours	1:1	Enjoys playing soccer with friends

Which level best describes your child's team or the team that you coach?

How LTPD and the New Competition Levels Fit Together



S4L LEAGUES

- Developmentally appropriate
- Meaningful competition
- Striving to be affordable and accessible

Moving away from a pathway that excludes players to one that is inclusive.

Over Half Dropout by Age 13

Research has shown that up to 70% of children dropout of sport by the age of 13. The Ontario Soccer Association has the data to show this is happening in soccer right here, right now. Children tell us they are leaving because:

1. *Not having fun any more*
2. *Too much pressure*
3. *Not enough playing time*

VIBRANT!

Team movement from U12 to U13 will not be done using promotion and relegation. Instead a set of player-centered criteria will be used and will feature districts, leagues and clubs working together to place teams properly.

REWARDING!

IT'S GOT TO BE FUN!

The #1 reason why kids say they participate in sport? FUN! Also, research done with the game in England and the United States has shown that kids would rather be on a losing team and get lots of game time than be on a winning team and spend more time sitting on the bench.

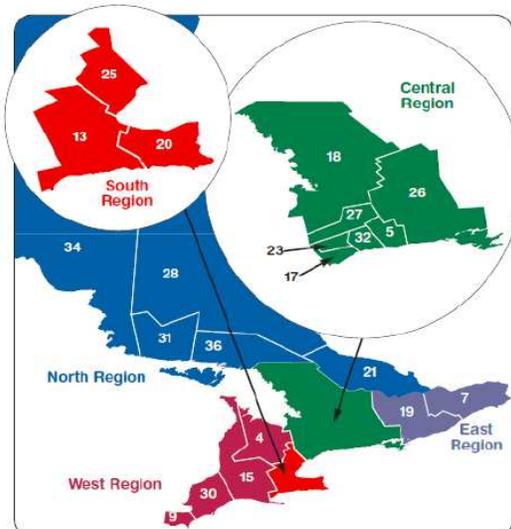
Two levels of play means two choices

S4L—Recreation for Life Leagues

Is for the player who enjoys the game, wants to stay fit and play soccer with their friends but not commit to increased training or travel. Players in this pathway are likely to train once per week and play once per week or only play matches. Soccer in this pathway will most likely occur within a club (i.e., house league) or at a local level between neighbouring clubs or communities which would mean more travel than traditional house league. It could also occur as part of a District League which would mean more travel again but still considered recreational. A player at this level could also move between this level and the Competitive for Life pathway depending on his/her development and advancement as a player.

S4L—Competitive for Life Leagues

Is for the player who is more driven and motivated to progress in soccer and that is prepared to dedicate more time to soccer through training to compete at a higher level. A player at this level could move between this level and the Talented Pathway depending on his/her development. However the level of commitment and ability level of the player increases the further the player progresses within the competitive structure. For example a Regional League will be a very high standard of soccer where players will be training 2-3 times per week and playing once per week whereas in a district league players would be training 1-2 times per week and playing once per week. A player could also move to the Recreation for Life Pathway if he/she wanted a soccer program with less commitment and less intensity.



Simplifying...

Leagues will be formed not on District Association boundaries alone but also by considering what makes the most sense for the players. The goal is to have reasonable travel times wherever and whenever possible. Players should be able to get the programming they need as close to home for as long as possible. That's LTPD!