

## **LGFA Club Player Competencies Chart**

The LGFA Player Competencies Chart is aligned to the Foundation Phases (F1, F2 and F3) of the Gaelic Games Player Pathway, which is designed primarily to ensure that everyone has an opportunity to participate and become involved in our club. It is aimed to increase enjoyment and stimulation at the key stages with player welfare as they key component. We hope that this will assist clubs around the country in the development of their players to reach their full potential and encourage clubs to adapt this into their own plans. Teams and players will develop at different rates and it is important that coaches are aware of this and adapt the pathways where required for their own club. The below is just a guideline on competencies of players at the various ages and new players can enter this pathway at any stage.



# **LEARNING REQUIRED FOR STRAND**

Foundation Phase One (F1) - Fundamental **Movement Skills** 

Foundation Phase Two (F2) - Extension & **Refinement of Movement** 

U-9 to U-11

Foundation Phase Three (F3) - Commitment to Gaelic Games and Active Lifestyle

## Nursery (6-8 years)

### Technical

- Jumping
- Catching Body
- Throwing
- Rolling
- Bouncing the ball 4 steps
- Pass (hand & fist)
- Punt kick
- Pick Up
- Solo
- Shadowing Encourage both sides
- Regular testing of above basic skills

### Tactical

- FUN games
- Fair play
- Friendly competition
- Spatial awareness
- Introduction to team games
- Awareness of basic positional roles

# Physical

- Agility
- Balance
- Coordination Running
- Jumping
- Landing / Stopping
- Introduction to warm up and cool down

## Psycho-Social Mental

- Enthusiasm Self esteem
- Self confidence
- Increased attention span Introduction to team
- rather than self-centred
- Increase concentration

# Lifestyle/ Personal

- Taught value of being on time
- Co-operation positive response to discipline structure
- Awareness of health and safety issues
- Promote practicing skills at home (Refer to LGFA Skills Booklet)

## Coaching Style Required

## Direct

- Players need to be led or shown
- Instructions are important Allowed to make mistakes
- Encouraged to use both
- sides Use of target games
- progressed to court games and finally field games

## Technical

- Catching High
- Soloing both sides
- Pass (hand & fist) both sides
- Punt kick both sides
- Hook kick
- Tackle with hand (basic)
- Introduction to blocking
- Regular testing of above skills

### Tactical

- Basic rules of Go Games
- Awareness of opposition
- Team play basic attack and defence
- Basic support play
- Continued spatial awareness

## Physical

- Further agility, balance and co-ordination
- Increased understanding of warm up and cool
- Introduction to flexibility and mobility
- Continued jumping and landing techniques
- Acceleration / Deceleration

## Psycho-Social

## Mental

- Continued enthusiasm
- Build confidence and motivation
- Positive attitude to sport • Build concentration

## Lifestyle/ Personal

- Taught value of playing on a team
- Identification with positive role models
- Accepts discipline structure
- Teamwork/ interaction skills
- Promote practicing skills at home

## Coaching Style Required

## Guide

- Huge emphasis on skill development
- Depend on coach for feedback, Look & Observe
- Coach as commentator during games
- Begin to form small friendship groups so keep all involved
- Invasion games and emphasis on Go Games

## Technical

 Developing all skills on both sides:

U-12 to U-14

• Hand and fist pass

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- Punt and hook kick
- Soloing Near hand tackle
- Blocking • Evasion skills – side step, roll off
- Angles of run
- Timing of pass
- Importance of getting 'head up'
- Regular testing of skills

## Tactical

- Increased awareness of competition rules
- Support play for ball carrier
- Identify and address strengths and weaknesses
- Appreciation of consequences of actions
- Spatial awareness under pressure

## Physical

- Introduction to basic fitness techniques
- Importance of proper hydration at training emphasised
- Introduction to speed and acceleration

## Psycho-Social

# Mental

- Achieve success and be praised for it – basic targets
- Setting short term goals
- Sportsmanship encouraged and fostered
- Increased decision making opportunities

# Lifestyle/ Personal

- Inclusion of sport in lifestyle
- Good health and hygiene Established self-identity
- Basic nutrition and
- hydration Promote practicing skills at home or in own time

## Coaching Style Required

# Delegate

important

- Begin to understand rules and competition • Start to compare to each
- other Spot and fix from coach is
- Coach can start to use open questions to increase decision making

Transition from Go Games

to Full sided games

# Technical

• Perform multi-functional roles marking role, target player

U-15 to U-18

- Close correction of mistakes; technical and rule based with constructive criticism
- Skill development within small sided games
- Sports specific skills free taking, penalties etc.
- Regular testing of skills

## **Tactical**

- Full rules of 15-a-side game
- Introduction of the 'Sin Bin'
- Understand game plans
- Implement patterns of play Develop positional requirements
- Basic performance analysis with progression

# Physical

- Develop fitness anaerobic and aerobic
- Basic strength and conditioning
- Multidirectional runs • Explanation of training system: how to train for speed, strength,
- endurance etc.
- Periodisation training system • Establish recovery routines

### Psycho-Social Mental

- Goal setting long and short term
- Self-motivation Taught how to prepare for matches; pre-match, half time and
- post-match Basic mental preparation
- techniques relaxation Capable of teamwork and taking
- advice • Coping strategies during a game encouraged by coach

# Lifestyle/Personal

- Ambition commitment to develop
- Stressed importance on team work
- club • Life balance – integration of sport,

• Role model for younger players in

- study and life goals • Importance of rest and recovery • Increased knowledge of nutrition
- and hydration issues Coping with set-backs/ failures

## Coaching Style Required

## **Excite**

- Training for competition
- Stimulating training • Use of conditioned games
- evaluation • Coach the players to look, see, decide and act - Increased

• Group opinion important for

- decision making • Set team standards
- Individual programmes required to work on weaknesses

Technical

• Perform multi-functional roles -

U-19 to Adult

- play maker, decoy, distributor
- Reinforcement of skills Minimise weaknesses in individual game by correction of error using
- feedback & self-analysis Consolidate and enhance strengths
- Competition specific training

## Tactical

- Awareness of oppositions tactical strengths and weaknesses
- Use of conditioned games to assist in teaching of tactical moves
- Adaptation of different situations i.e. environment, opponents etc.

• Implement performance analysis

 Ability to adapt tactical strategies during a game

• Consideration of tactical

developments within a game Identify opponents game plan and develop counter tactics which are

practised

Physical • Maintenance and improvement of

fitness to optimise performance

Careful planning and phasing of

develop aerobic capacity for sports

Well established recovery routines

- Structured strength and conditioning
- training Use of conditioned games to

specific activity

## Psycho-Social

- Mental Players take own responsibility for preparation for training and match
- activity Use of imagery and relaxation
- techniques in match • Individualised warm up routines
- Concentration and focus Self-coping strategies – regaining

# focus during a match

- Lifestyle/Personal
- Role model for all players in club • Openness to further development opportunities

Positive use of influence or power

• Full integration of sport, career and life goals

Well developed, self-monitoring

• The pursuit of excellence

## Coaching Style Required

# Involve

lifestyle

- Involvement of players in decision making for the team or consultation process
- Strong on self-evaluation Challenging sessions with full
- decision making Develop style of play

### Gaelic4Mothers **&Others**

## Technical

• Learn the basic skills if not already acquired or redevelop

# Tactical

- Retain recreational
- involvement Awareness of basic rules if have no
- previous experience

• FUN games

# **Physical**

• Keep active through participation in

Establish recovery

programme

routine

## Psycho-Social

- Mental Adjustment to team environment or re-adjustment to non-competitive
- environment

Self-esteem

Self-confidence

Lifestyle/Personal

Sport taking less of

focus on life if past

player but more focus

- if have not played Importance of social
- activities and having fun Break from hectic life

schedule!

### Coaching Style Required

- Social • Instructions, demonstrations, fun games are important
- maintaining interest Coach/Player

sessions to ensure

Short, varied

- consultation for activities