

● ● ● ● ● **Survey Results – 63 Respondents**



clonadh 1884

1. *Players 'playing up' displacing actual age players*

**Agree**      **Disagree**  
50%          50%

2. *Players 'playing up' should only occur to fill the second of multiple teams.*

**Agree**      **Disagree**  
72%          28%

3. *Same players being substituted almost every game and other players never substituted.*

**Agree**      **Disagree**  
12%          88%

4. *Players training/playing with their classmates rather their actual age team.*

**Agree**      **Disagree**  
22%          78%

5. *Players in earlier development or not at the required skill levels should get less game time than advanced players.*

**Agree**      **Disagree**  
14%          86%

6. *Longer term player development requires playing in the division appropriate to your teams capabilities*

**Agree**      **Disagree**  
96%          4%

7. *Do you have concerns with player burnout from playing at multiple age levels and in multiple codes?*

**Yes**          **No**  
78%          22%

8. *Do you feel there is too much pressure on you and your players to win?*

**Yes**          **No**  
22%          78%

9. *At what age do you think teams should be streamed at?* **Age 14**





## Survey Results – continued

10. *Where streaming occurs, parents should not be managing their own son's teams.*

<b>Agree</b>	<b>Disagree</b>
52%	48%

11. *Do you think we should participate in U10 Community Games competitions?*

<b>Yes</b>	<b>No</b>
75%	25%

12. *Participate in Lily Og Development?*

<b>Yes</b>	<b>No</b>
41%	59%

13. *Participate in Feile?*

<b>Yes</b>	<b>No</b>
88%	12%



Clane GAA

**CHAMPIONS**



## Comments on Competitions –

*There is strong support towards participating in Community Games & Feile competitions with certain conditions put in place. It's important that all players experience playing in these competitions and where possible enter two teams (not possible in Community Games). However these competitions can get too serious and there can be too much hype and too much emphasis placed on winning. There is plenty of support for emphasis on full player participation & inclusiveness while acknowledging the players like to play in competitions.*

*There is mixed reaction towards Lily Og with very opposing views and overall 60% would be against it. Those against it believe all children should experience it as opposed to picking a certain number from a larger group. Those who were in favour of it did not elaborate on their reasons for supporting it.*

