



LONDON TITANS FOOTBALL CLUB

PLAYER RESPONSIBILITIES

SQUAD SELECTION & PLAYING TIME

- LUL and GFSN matchday squads will consist of a maximum of 16 players. Additional players may be included in Development Team squads at the manager's discretion.
- Every player named in the 16-player squad will play a minimum of 30 minutes.
- Training attendance and commitment will be taken into account when selecting both the matchday squad and starting line-up wherever possible.
- Final squads will be confirmed to players by Thursday at midday, although we will aim to announce them earlier whenever possible.
- Players with outstanding membership fees (in arrears) will not be eligible for selection.
- Players may be left out of a matchday squad more than once during the season where necessary, for example due to poor training attendance, lack of availability, or increased competition for positions.
- Players not selected for a matchday squad may be invited to play for another Titans team that weekend as part of our more flexible approach to squad management.
- Players cannot move between the two GFSN teams, as league registration rules do not permit movement between squads.

TRAINING

- Players are expected to attend as many training sessions as possible, particularly during the week leading up to a match.
- Regular non-attendance at training without a valid reason may result in a player being removed from a matchday squad.
- If a player is unable to attend training for a genuine reason, they should inform a manager in advance. Approved absences will not be taken into account when making squad or team selection decisions.

OTHER

- Players are expected to conduct themselves in accordance with the Club Code of Conduct signed at the start of the season.
- Spontaneous invitations should be responded to as soon as possible, ideally by Tuesday evening during a match week. If your availability is uncertain, please let your manager know as early as possible so squad planning can be managed effectively.