

Coach

Position Description

Coaches are responsible for:

- Facilitating and co-ordinating both training and games for the team that they coach.
- Liaising with the team manager and committee to organise and appoint a suitable replacement if unable to attend training or game.
- Four weeks prior to the end of each season, assist team manager to determine ongoing teams for next season.
- Adhere to the codes of conduct with principals of respect, tolerance and sportsmanship being your highest priority
- Provide guidance and support to the club and committee members
- Support the committee and the committee decisions
- Assist to improve the club and the way it operates
- Work effectively as a team and in the spirit of goodwill
- Actively encourage involvement in the club and committee
- Actively promote the club to the wider community

Team Manager

Position Description

Team Managers are responsible for:

- Point of liaison for the team members, coach and committee.
- Notify all team players of fixture and training.
- Arrange replacements for coach, team manager or players if unable to attend.
- Create and share scorers roster.
- Manage team kitty as required.
- If forfeiting game (less than 4 players) notify association and committee early (<48 hours notice, club receives a larger fine)
- Liaise with and support the Treasurer to ensure all club members are financial (covers insurance and avoids points penalties for players)
- Four weeks prior to the end of each season, liaise with players and parents to determine ongoing teams for next season. Liaise with committee.
- Adhere to the codes of conduct with principals of respect, tolerance and sportsmanship being your highest priority
- Provide guidance and support to the club and committee members
- Support the committee and the committee decisions
- Assist to improve the club and the way it operates
- Work effectively as a team and in the spirit of goodwill
- Actively encourage involvement in the club and committee
- Actively promote the club to the wider community