

January 1, 2013

### **COACHES RULES**

1. The club wants all junior players to first and foremost enjoy playing football whilst learning skills and game plays during the season. It is the coach's goal to maintain "happy" players throughout the season.
2. Encouragement and Positive words should be the aim at all times, to maintain enthusiasm and team spirit.
3. The coach must endeavor to give fair game play for each child and strive for at least 3 quarters playing time for each child.
4. Duty of care... It is the responsibility of the coach and support staff to maintain duty of care at all times. They must be aware of any abuse, bullying, intimidation etc of any children and act appropriately. If the situation is too delicate to be approached by the coach and/or support the matter must be brought to the attention of the committee who will act accordingly.
5. All junior coaches must have Level 1 Coaching Accreditation, which will be organized at the beginning of the season and dates/payments organized by the club. The Football Director/Chairman will advise.
6. Occasionally coaches will be required to attend specific meetings. Every endeavor must be made to attend .

### **GOALS FOR GRADE LEVELS**

Coaches should endeavor rotating all children into different positions. The club maintains that the juniors are for development and so therefore should provide opportunity for all children to "have a go" at different positions, within reason.

Skill Levels The following skill levels are a guide only. Some will be more advanced than the levels shown but it should be the coach's goal to get all children at the particular grade level to at least have the basic as shown.

Under 10 and below:                      Kicking the football correctly  
Chest Marks  
Correct handballing technique

Under 12 and below:                      Kicking the football correctly  
Chest Marks and Overhead Marks  
Correct handballing technique  
Tackling correctly  
Introduce kicking with both feet

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Under 14 and below:	All of the above Introduce game structure/plans
Under 16 and below:	All of the above Game structure/plans

### **PRE SEASON**

1. The Club registrar will sort the teams and provide coaches with their team list. Changes should not be made without approval of Club Registrar. The Registrar has a difficult job each season sorting the large amount of children and getting them into a team and on the ground. Decisions made without the Registrars approval causes too much confusion and embarrassment for the club.
2. Complete bags will be provided to coach at the beginning of the season with a “stock list” inside. This is to ensure the same is returned to the club at the end of the season complete with the same stock.
3. Training Times to be established and advised to the Club so that in turn children can be advised and proceed.
4. Support to be established. ie. Manager, Runner, Boundary Umpire, Goal Umpore, Trainer, Timekeeper (for home games), Scoreboard scorer (for home games).
5. Captain and Vice Captain and/or Leadership group to be established.
6. Guernsey numbers to be established for all children in the team and that number must be kept all season. (MWJFL Ruling)
7. Trial games will be organized and advised by the Football Director/Chairman. (Usually two trials pre-season).

### **GAME DAY**

1. Advise all children to be at game half hour before game staring time. They are to meet in the change rooms at half time of the previous game.
2. Advise all children to contact coach and/or manager if not available for the game.
3. Manager will organize support staff and request best player picks etc.
4. The coach must not be on the oval at all during game play. Only runner, trainer, drink runners are allowed during the games. The coach may only go onto the field during quarter times to address the players. The exception to this is for Under 8 and Under 9 whereby coach and runner are allowed to run with players on the field. Please use common sense and not have too many on the field at one time.

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5. Quarter time addressing of the players should be positive and encouraging.
6. At the end of the game, coach to organize his players to shake hands with the other team and offer words of good sportsmanship. ie “Good Game”. Any thing other than good sportsmanship is not tolerated.
7. For grades up to Under 10 all teams may sing their club song at the end of the game. It is the norm for only the winning team to sing this song for all grades but the younger level coaches (Under10) may decide on the day if they feel it appropriate.
8. After the game and coach’s address to the players in the change rooms, the coach must pick top 6 best players for the PDFC Medal Count votes (N/A under8 and 9). Another two envelopes would have been distributed to other parents/carers in the team (rotating each week). All three envelopes must be sealed and handed to the Manager for correct distribution to the appropriate person within the club.
9. After the game the coach must also complete the Umpire’s Evaluation also to be returned to the Manager for on forwarding to the Registrar.
10. All guernseys will be handed to the rostered person for washing that week. The roster should be established by the Manager. All guernseys must be returned at the first training night after that game.

### **PRESENTATION**

Presentation is held every Sunday afternoon at 4.30pm unless specific alternative arrangements have been.

All families should be encouraged to attend. Meals are provided.

The coach will present to the club the final scores of the game and a short run down of the game. Encouragement awards will be handed out.

Encouragement Awards will be handed out to 6 players. These awards are not necessarily for best players, but is designed more for encouragement of all players within the team. The Coach/Manager may wish to maintain a list of players that have and have not received an award so that all will receive an accolade.