



Assistant Development Field Coach **Position Description**

Duties

1. Work collaboratively with the Development Field Coach to assist with the coaching and performance of all junior umpires. To provide regular reports and make recommendations regarding junior umpire coaching procedures to the Development Field Coach.
2. Assist in the selection process of match day appointments and observations of the Colts, under 16, 14 and 12 competitions in accordance with the GFUL agreed timelines and policies. In conjunction with the Development Field Coach develop strategies that will improve the ongoing observations and appointments of junior umpires, including the recording of umpire rankings in the data management system.
3. Assist in the development and implementation of training procedures that will assist our junior umpire members to maintain and improve their fitness and performances.
4. Assist in co-coordinating coaching sessions throughout the season and provide feedback to the Development Field Coach.
5. Assist in supporting the accreditation and re accreditation of junior umpires in accordance with the AFL Umpire Accreditation Program.
6. Account for umpires who are absent from training. Ensure umpires attend a set number of coaching sessions throughout the year. Assist in coordinating these meetings/ coaching sessions. Develop and maintain a form of communication with young umpires via means such as regular email.
7. Other duties as directed.

Selection Criteria

1. Demonstrated experience as a Coach Football or similar organisation.
2. Demonstrated interpersonal and communication skills, including the ability to liaise and build relationships with a range of internal stakeholders.
3. Desirable capacity in the usage of electronic technology skills.

Qualifications

1. Highly desirable participation in the AFL Umpire Coach Accreditation Program.
2. Mandatory current Working With Children approval.
3. Desirable a knowledge of the Schedules Appointments System.

Updated by Bill Harrison 09 October 2015.