



Coaching Job Description

Coach Job Descriptions

Under 13 Head & Assistant Coaches

Purpose of the Role

To develop players' functional game skills; specifically focussing of the four core skills of striking the ball, first touch, 1 v 1 and running with the ball.

Key Areas of Responsibility

- Ensure that the Skill Acquisition Phase of the FFA National Curriculum is delivered.
- Ensure that coaching delivery is in line with the club philosophy
- Tailor the delivery of the curriculum to meet the needs of individual player development.
- Selection of players based on club policy
- Mid-year and post season player review

Key Outcomes

To develop and produce a pool of talented young players for the National Player Pathway. Assist with the development of a strategic framework for the Ballarat Eureka Strikers Football department, and ensure a consistent approach is taken to the development of talented players and coaches within Ballarat Eureka Strikers.

Knowledge, Skills and Behaviour Required

- Skill Acquisition Certificate or equivalent and Working with Children compliant.
- Willingness to attend C Licence course.
- Knowledge, understanding and experience working in the area of talented player/coach development.
- High level communication skills, particularly presentation skills.
- Ability to diagnose player performance and plan appropriate training sessions to maximise development in line with the FFV National Curriculum.

Other Information

Weekdays Work:

- Attendance at training sessions – approximately 5:30 pm – 6:30 pm, 2 times a week

Weekends work:

- Would include up to 2 hours per weekend coaching
- Attendance at internal coach education meetings

Remuneration

Remuneration dependent on skill level, experience and education. Starting at \$500 to \$1,000. The club is committed to investing in our coaches and will also offer each opportunities to attend courses throughout the year.

NB. Application & Interview

If you would like to be considered for a coaching role or require more information, please email ballarateurekastrikers@gmail.com. Applicants will be considered after a formal interview with a selection panel.

Under 15 Head & Assistant Coaches*

**U15 team only if WNPL application is successful*

Purpose of the Role

To develop players' ability to apply functional game skills, tactical awareness, perception and decision-making through a game-related approach to training.

Key Areas of Responsibility

- Ensure that the Game Training Phase of the FFA National Curriculum is delivered.
- Ensure that coaching delivery is in line with the club philosophy.
- Tailor the delivery of the curriculum to meet the needs of individual player development.
- Selection of players based on club policy.
- Mid-year and post season player review.

Key Outcomes

To develop and produce a pool of talented young players for the National Player Pathway. Assist with the development of a strategic framework for the Ballarat Eureka Strikers Football department, and ensure a consistent approach is taken to the development of talented players and coaches within Ballarat Eureka Strikers.

Knowledge, Skills and Behaviour Required

- Game Training Certificate or equivalent and Working with Children compliant
- Willingness to attend C Licence course.
- Knowledge, understanding and experience working in the area of talented player/coach development.
- High level communication skills, particularly presentation skills.
- Ability to diagnose player performance and plan appropriate training sessions to maximise development in line with the FFV National Curriculum.

Other Information

Weekdays Work:

- Attendance at training sessions – approximately 5:30 pm – 7.00 pm, 2 times a week

Weekends work:

- Would include up to 2.5 hours per weekend coaching
- Attendance at internal coach education meetings

Remuneration

Remuneration dependent on skill level, experience and education. Starting at \$500 to \$2,000. The club is committed to investing in our coaches and will also offer each opportunities to attend courses throughout the year.

Senior/Development Head & Assistant Coaches

Purpose of the Role

To continue to develop the players' ability to apply functional game skills, tactical awareness, perception and decision-making through a game-related approach to training. To teach players how to perform/win as a team.

Key Areas of Responsibility

- Ensure that the Performance Phase of the FFA National Curriculum is delivered; with elements of the Game Training Phase applied to those players that require further development.
- Ensure that coaching delivery is in line with the club philosophy
- Tailor the delivery of the curriculum to meet the needs of individual player development.
- Selection of players based on club policy
- Mid-year and post season player review

Key Outcomes

To develop and produce a pool of talented young players for the National Player Pathway. Assist with the development of a strategic framework for the Ballarat Eureka Strikers Football department, and ensure a consistent approach is taken to the development of talented players and coaches within Ballarat Eureka Strikers.

Knowledge, skills and behaviour required

- Senior Certificate or Game Training Certificate or equivalent and Working with Children compliant
- Willingness to attend C Licence course
- Knowledge, understanding and experience working in the area of talented player/coach development
- High level communication skills, particularly presentation skills
- Ability to diagnose player performance and plan appropriate training sessions to maximise development in line with the FFV National Curriculum

Other Information

Weekdays Work:

- Attendance at training sessions – approximately 6.30pm-8:30pm 2 times a week

Weekends work:

- Would include up to 3 hours per weekend coaching
- Attendance at internal coach education meetings

Remuneration

Remuneration dependent on skill level, experience and education. Starting at \$1,000 to \$3,000. The club is committed to investing in our coaches and will also offer each opportunities to attend courses throughout the year.