**RUNNER**

# **Reports to:** Team Manager and Team Coach

# **Purpose of the role**

The role of the Runner is to assist the coach on match day by delivering messages to players during the match.

# **Qualifications & Desirable Characteristics**

* Effective communication skills
* Organisational and time management skills
* Positive and enthusiastic
* General level of fitness

# **Duties & Responsibilities**

* To deliver messages from the coach to players whilst each quarter is in progress.
* To deliver the message as quickly as possible and return to the coach’s box immediately.
* The runner must not loiter on the ground.
* The runner must not interfere with any players or officials throughout the game
* The runner must be correctly attired in accordance with league requirements

**Practical** **application for parents**

* This role requires running or very quick walking.
* You need to arrive 20 mins before the game starts and remain available for the whole game.
* You need to be able to identify players on the ground, run out and relay a message from the coach.
* You must wear supplied Fluorescent Pink vest as defined by RDFNL By-law 115.

https://www.play.afl/clubhelp