

Total Time:

Pre Course

Candidates register as per workshop protocols

Candidates are notified of: -

- The venue
- Venue Map
- Parking and Transport details
- Start and finish times
- Bring training Gear, boots and shin pads (even if players are being provided)
- Pen and Paper
- This Workshop does not have a PowerPoint presentation

Requirements

- Full Field with goals
- 2 Dressing Rooms
- Meeting room and Projector to review video in the final element of the Workshop
- Projector
- 20 Balls, 2x10 Bibs for a game or Teams to be in different uniforms, 20 markers - 10 for each team
- 2 tactical boards
- 2 white boards
- 20 players + 2 GK's
- ~~2 iPad's or video camera's~~ N/A

Registration

Ensure that you register all those who are in attendance on arrival

For attendees who 'turn up' on the night you must; record their full name, address and FFA Coach ID number on your register

Those attending must be recorded on the national database so they are eligible for points.

Set Up and Organisation

Prior to the candidates arriving ensure the meeting room, field and changing rooms are set up with the required resources.

Confirm with the Club that you have 2 teams of 11-14 players each for the workshop.

Ensure that the club coach is aware of the time management of the players

- Warmed up and back in the changing room (as this is 55mins from start suggest that players arrive 30mins after the candidates)
- After pre match players need to be out to pitch within 3mins
- ½ Time straight players need to be straight back into the changing room
- After ½ time out to pitch the players need to be out on the pitch within 3mins
- End of game straight the players need to be back into changing room within 3mins

The club coach should manage this

Ensure each changing Room is clearly MARKED Team A or Team B

If you have a support team who are filming brief them on the following: N/A

The need to film the coaches undertaking

- Pre match talk
- During the match