

Job Description Adaptive Soccer Coach



General Duties & Responsibilities may include but are not limited to:

- Collaborate on creating an environment that includes all player abilities, meeting each player where they are at
- Have a positive attitude.
- Able and willingness to adjust training to each individual needs
- Have open communication with Marpole Soccer Club board members and operations manager.
- Follow Marpole Soccer Club Society curriculum.
- Complete all required certification for club charter requirements.
- Arrive prior to scheduled start times; 15 minutes prior to each session.
- Share each planned session with assistant coaches, support worker, and volunteers prior to every Wednesday program.
- Meet with volunteers prior to each team timeslot to communicate and review session plan and answer any questions.
- Attending all scheduled sessions
- Bring equipment as directed.
- Attend meetings as scheduled or required.
- Provide coaching leadership in the ongoing development of all players.
- Encourage each player in their own unique abilities.
- Ensure space is safe for every player.
- Wear Marpole Soccer Club attire when scheduled for team activities.

Program Details:

Title: Move Together

Description: **Move Together** aims to foster inclusion among peers with different disabilities and create an atmosphere of learning, sharing, and moving, together! This indoor adaptive soccer program is for kids with disabilities aged 3-18. For participants who will benefit from an indoor space and have a barrier to grass field. Some athletes use wheelchairs, walkers, crutches or two feet! Indoor adaptive soccer is for kids with physical disabilities, developmental disabilities, intellectual disabilities, or no diagnosis.

Where: Indoors at Magee Secondary School 6360 Maple Street, Vancouver, BC

Time: 9:15am to 10:45am (Program is 9:30am to 10:30am, coaches will need to arrive 15 mins early and stay 15 mins after)

Apply: <https://forms.gle/p5dSBmmStmURhZkH9> or contact registrar.marpole@gmail.com