



SOUTHERN FOOTBALL LEAGUE RUNNER POSITION DESCRIPTION POLICY

Objectives

- To assist the coach on game day by delivering messages to players during the game.

Responsibilities

- To deliver messages from the coach to the players whilst each quarter is in progress.
- To deliver messages and return to the coaches box as quickly as possible.
- The runner must not remain on the playing arena.
- Runners must enter and exit the playing arena via the interchange area. Applies to Runners from Under 14's, Under 16's & Under 18's.
- The runner is not permitted to coach whilst on the ground.
- The runner must not interfere with any players or officials during the game
- Runners **are not** permitted to carry water or any other objects i.e. medication (must be administered by the club trainer) whilst youth games are in play.

Relationships & Accountability

- Liaise with the Coach and Team Manager.
- The runners name must be entered on the team sheet.

Attire

- Runners must wear closed-in footwear, and shall be dressed in the approved Fluorescent Yellow Uniform with the word **RUNNER** and the name of the **club** clearly marked on the back, applies to all grades.

Age

- Runners must be 16 and above, for age groups Under 10 & Under 12, and Runners must be 18 and above for age groups Under 14, Under 16 and Under 18 unless approval has been given by the SFL Board of Directors.
- Runners are not permitted in the Under 8's.

Runner Name: _____ Runner Signature: _____

Guardians Name: _____ Guardians Signature: _____

President's Name: _____ President's Signature: _____