

SCUNTHORPE UNITED FOOTBALL CLUB



Job title: Sport Scientist / Physical Performance Coach

Department: Physical Performance Department

Contract Type: Initially, until end of season (Part-time)

Hours of work: 30 hours per week and may include working outside of normal hours at evenings, weekends and on Public Holidays

Closing date: 14th March 2018

Interview dates: w/c 19th March 2018

ROLE / PURPOSE

To assist with the implementation of the club's physical development system for the First Team squad, including taking the lead of training and match physical analysis (GPS).

MAIN DUTIES AND RESPONSIBILITIES

- Lead the collection of scientific support data, including training and match GPS monitoring, fitness testing and anthropometric assessments, keeping up to date with scientific research and practices in order to ensure that the scientific protocols are maintained to the highest standard.
- Assist with physical performance related issues on all players associated with the First Team.
- Discuss with Head of Physical Performance the objective analysis of training and match physical data.
- Assist with First Team field and gym-based sessions to develop all aspects of physical performance.

RESPONSIBLE TO (REPORTING RELATIONSHIP)

Head of Physical Performance

QUALIFICATIONS, SKILLS AND COMPETENCIES

Essential

- Educated to Undergraduate Degree Level (BSc(Hons) Sport & Exercise Science/ Strength and Conditioning)
- Experience of GPS load management and analysis systems
- Experience of delivering gym and field-based conditioning sessions
- Experience of working within a professional sports setting

Desirable

- Educated to Masters Degree Level (MSc Sport & Exercise Science/ Strength and Conditioning)
- UKSCA Accreditation (or able to attain within 12 months) / BASES Accreditation (or able to attain within 12 months)
- ISAK accreditation or experience of performing Anthropometric assessments

HOW TO APPLY

To apply for this role, please send a CV and covering letter to adam.kerr@scunthorpe-united.co.uk