Volunteer & Coach Certifications

Effective September 2020 - updated March 2024



Special Olympics WV is committed to providing our volunteer coaches with the basic principles, techniques and tools to effectively coach Special Olympics athletes. Coaches' education is necessary and mandatory. Our athletes deserve the most knowledgeable coaches who are trained, who have access to sport-specific coaching guides and rules, who provide the safest environment in which to train and compete and who receive ongoing education.

Sport Assistant

(Entry Level Requirements)

*AND Required for all local program directors, committee members, and any chaperones attending a state- level event

https://sowv.org/coaches-corner/

- Class A Volunteer Registration Form (including Background Check) expires every 3 years
- Protective Behaviors Training expires every 3 years
- Concussion Awareness expires every 3 years
- Special Olympics WV General Orientation
- Code of Conduct

Level 1 - Certified Coach*

*a local program must have at least one Certified Coach in each sport, per team, to bring athletes to a state-level event

Traditional Special Olympics Sports

- All Sport Assistant requirements listed above
- Sport Specific Course (in-person sport specific training school) – \$10.00 (billed to local county program)
 - expires every 3 years
 - free online recertification www.sowv.org/sports/
- Coaching Special Olympics Athletes (CSOA) online or in person (free)

Unified Sports

- All Sport Assistant requirements listed above
- All Traditional SO Sports Certified Coach requirements
- Coaching Unified Sports (free) online via NFHS or in person training conducted by an approved trainer
 - *Required if training and competing in Unified Sports

Level 2 - Advanced Certified Coach**

requirements for USA and/or World Games coaching opportunities

- All Sport Assistant and Certified Coach requirements
- Principles of Coaching Course (free) online
- Sportsmanship (free) online
- First Aid/CPR/AED Certified online/in-person location of your choice