

Non-Executive Director Role – Al & Cyber Security NED

Commonwealth Games England (CGE) is looking to recruit a Non-Executive Director (NED) to join the Board at this pivotal time for the organisation. The role requires someone with senior leadership experience gained within a Cyber Security or AI role. The position will support the Executive team in shaping a Digital strategy, ensuring that it is fully aligned to the Organisational strategy and goals up to 2030.

CGE's core purpose is to lead and manage the participation of Team England at the Commonwealth Games. The next Games will be held in Glasgow between 23rd July and 2nd August 2026. However, the organisation's strategy, defined as 'Representing England at its sporting best' includes the pursuit of a wider purpose for CGE.

Remuneration: These roles are not remunerated; however reasonable travel expenses will be paid in line with the CGE's expenses policy.

Term: Initial term of 4 years. This may be extended by a further term of up to 4 years, subject to agreement and Board review.

Time Commitment: An estimate of an average of 1 day per month to include quarterly inperson (central London) Board meeting, virtual attendance at Committee meetings (if required), other meetings/training as required, and other activities relevant to Commonwealth Games England, including attendance at the Glasgow 2026 Games.

How to apply: To apply for this role, please email HR@teamengland.org with your CV and cover letter, explaining why you are applying for the role and what value you would bring to Commonwealth Games England.

The closing date for applications is **5pm on Monday 15th September 2025**. Shortlisted candidates will be invited for an in-person (central London) interview on **Tuesday 30th September.**

The successful candidate will be invited to join the next Board meeting (incorporating a Board training session) at **9:30-15:00 on Wednesday 3rd December 2025** in central London.

Any enquiries or questions regarding the roles should be sent to HR@teamengland.org