



[www.eaton.basketball.net.au](http://www.eaton.basketball.net.au)

## **Administrators Code of Conduct**

- Involve young people in planning, leadership, evaluation and decision making related to the activity.
- Give all young people equal opportunities to participate.
- Create pathways for young people to participate in sport not just as a player but as a coach, referee, administrator etc.
- Ensure that rules, equipment, length of games and training schedules are modified to suit the age, ability and maturity level of young players.
- Provide quality supervision and instruction for junior players.
- Remember that young people participate for their enjoyment and benefit. Do not overemphasise awards.
- Help coaches and officials highlight appropriate behaviour and skill development, and help improve the standards of coaching and officiating.
- Do not openly show disrespect to an Official of the game, a decision made by an official (right or wrong), or to a fellow Administrator / Committee member and ensure you enforce this throughout the Association.
- Ensure that everyone involved in junior sport emphasises fair play, & not winning at all costs.
- Give a code of behaviour sheet to spectators, officials, parents, coaches, players and the media, and encourage them to follow it.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Support implementation of the National Junior Sport Policy.
- Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
- Do not use obscene language, bullying or derogatory remarks towards other members or visitors (parents, spectators) to EBA activities.
- This Code of Conduct also extends to any form of Social Networking (twitter, Face book, text message etc.) and any use of these mediums will be treated as being face to face and treated appropriately.

