

www.eatonbasketball.com.au

## **Managers Code of Conduct**

- Remember that young people participate for pleasure and winning are only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of your sport and teach your players to do the same.

• Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.

• Avoid overplaying the talented players; the just average need and deserve equal time.

• Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.

## • Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same.

• Do not openly show disrespect to an Official of the game, a decision made by an official (right or wrong), or to an Administrator / Committee member and ensure your players do not either.

• Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.

• Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development. • 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.

SIGNED \_\_\_\_\_\_

TEAM \_\_\_\_\_\_

DATE: \_\_\_\_\_



**Revised June 2018**