

## Netball - Coach Code of Behaviour

In addition to Netball Australia's General Code of Behavior, you must meet the following requirements with regard to your conduct during any activity held by or under the auspices of Netball Australia, Member Organisations or Affiliates in your role as a coach.

- 1. Operate within the rules and spirit of netball, promoting fair play over winning at any cost.
- 2. Encourage and support opportunities for people to learn appropriate behaviour and skills.
- 3. Support opportunities for participation in all aspects of the sport.
- 4. Treat each person as an individual.
- 5. Display control and courtesy to all involved with the sport
- 6. Respect the rights and worth of every person regardless of their gender, ability, cultural background or religion.
- 7. Respect the decisions of umpires, officials, coaches and administrators in the conduct of the sport.

8. Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance will exist) with people under the age of 18 years.

- 9. Adopt appropriate and responsible behavior in all interactions.
- 10. Adopt responsible behavior in relation to alcohol and other drugs.
- 11. Act with integrity and objectivity, and accept responsibility for your decisions and actions.
- 12. Ensure your decisions and actions contribute to a safe environment.
- 13. Ensure your decisions and actions contribute to a harassment free environment.
- 14. Do not tolerate harmful or abusive behaviour.
- 15. Place the safety and welfare of the athletes above all else.

16. Help each person (athlete, umpire etc) reach their potential - respect the talent, developmental stage and goals of each person and compliment and encourage with positive and supportive feedback.

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

18. Be honest and do not allow your qualifications to be misrepresented.

Signed.....

Date.....