

**CODE OF CONDUCT**

**TEAM MANAGERS**

**TEAM MANAGERS PLEASE SIGN AND RETURN TO OFFICE ON WEDNESDAY 13TH OCTOBER 2021.**

This code of conduct applies to all team managers registered with the Waroona Redbacks (Waroona Amateur Basketball Association Inc).

By reading and signing this code of conduct team managers are agreeing to:

* Always abide by the rules (of both the rules of the game and the laws of the club);
* Display good sportsmanship;
* Be a good sport and set a good example. Applaud all good plays whether they are by your team or another team;
* Promote skill development. Never ridicule or yell at others for making a mistake or losing;
* **Treat all players, parents, spectators, coaches, referees, committee members, Waroona Recreation & Aquatic Centre staff (or staff of the venue where the competition is being held) and the premises with respect;**
* Recognise the value and importance of volunteer coaches, team managers, referees and committee members;
* Never argue with an official. If you disagree, discuss the matter with a committee member, or raise the issue through the appropriate channels rather than questioning the official’s judgement and honesty in public;
* Control your temper. Verbal and physical abuse, and provoking of officials, players and spectators is not acceptable;
* **Condemn the use of violence in any form, be it by spectators, coaches, officials or players.**
* Never use derogatory language;
* Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or umpires; and
* Be prepared to take responsibility for your own actions. Penalties will be applied as per the by-laws.

Team: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Age Group: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Team Manager’s Name (printed): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Team Manager’s Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Officials Membership Paid □ Yes □ No