## Emley Moor Colts ARLFC – 2023 Season (onwards) Code of Conduct – Players, Parents and Supporters

## **PLAYERS**

- Bullying, sexism, racism or ageism, of any kind, will not be accepted by our club. Players found to be displaying any of this type of behaviour and/or attitudes towards any other player, member, supporter or official of the club or towards any other opposition player, official or supporter shall be disciplined by the club and a sanction imposed, which may result in expulsion from the club.
- 2. Players should always be in control of themselves and know and abide by the laws, rules and spirit of the game and competition rules.
- 3. Play to the best of their ability but remember that rugby league is a team game.
- 4. Do not argue with the referee or any other match official. Referees, Coaches and Managers give their valuable time to help you learn and play the game and deserve your respect.
- 5. Accept the decision of the match official without protest.
- 6. Show courtesy and respect to your opponents and practice good sportsmanship at all times, regardless of the result of the game.
- 7. Show due respect towards the team officials of the opposition.
- 8. Always accept victory modestly and defeat graciously.
- Violent play, retaliation and/or foul and abusive language are not acceptable under any circumstances.
- Shake hands with the opposition players, team and match officials at the end of the game, regardless of the result.
- 11. Players should be punctual and behave appropriately at both training and matches
- 12. We are proud of our club and request players wear their Emley Moor polo shirt at after-match presentations and at other times when representing the club.
- 13. Only players aged 18 or over will purchase alcohol from the club and will not do so for any other person under the age of 18.

 Will respect the club facilities at all times and guard against damage to them and/or the surrounding area.



## PARENTS and SUPPORTERS

- 1. Young players are very impressionable. Parents should be seen to set a good example and promote the right attitude to players at all times.
- Unseemly behaviour, including racism, sexism, ageism or intimidation will not be tolerated. Such individuals will be requested to refrain or not to attend any future training or matches. The club is held accountable for your actions and could face sanctions, including fines.
- 3. Discipline yourself and your actions in front of impressionable children. They want to look up to their parents and not be embarrassed by them.
- 4. Remember children are involved in rugby league for their enjoyment and not to meet your own expectations.
- 5. Do not shout and scream maintain self-control regardless of the circumstances and/or in the face of any perceived injustice.
- Condemn all violence and take responsibility for appropriate discipline of your child, should such violence occur
- 7. Do not question the decision of a match official, nor ridicule players or officials for making a mistake.
- 8. Respect the efforts of all players and applaud good play from both teams.
- 9. Recognise and give praise/attention to each of the players involved in the game and not just the most talented.
- 10. Be friendly and courteous to opposition players, team officials and parents/supporters alike.
- 11. Avoid coaching the players during games.
- 12. Be supportive of the Coach and Manager.
- 13. The club provides excellent training and coaching, but even though children are under the direct supervision of Coaches/Mangers they are still your responsibility.
- 14. No attempt will be made to purchase alcohol for any person under the age of 18.
- 15. Will respect the club facilities at all times and guard against damage to them and/or the surrounding area.

We have read and understand the club rules for players, parents and supporters and agree to them. As a parent/guardian I understand that I am responsible for the behaviour of any family member, relative or friend who may attend training or matches to support my child.

Signed Player	Signed parent
Print Name	Print name