

SOUTH COOGEE JUNIOR FOOTBALL CLUB



Coaches and Team Manager's code of Conduct

This Code of Conduct applies to all our Conduct

- Be reasonable in your demands on young player's time, energy and enthusiasm.
- Avoid overplaying talented players. The "just" average players need and deserve equal time.
- Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or umpires.
- Remember that children participate for fun and enjoyment.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
- Take into consideration the maturity level of the children, when scheduling and determining the length of practice times and competition.
- Develop team respect for the ability of opponents as well as for the judgement of officials and opposing coaches
- Ensure positive coach-umpire relationships are continually displayed.
- Follow the advice of a physician when determining when an injured player is ready to recommence training or competition.
- Keep yourself informed of sound coaching principles and the principles of growth and development of children.
- Create opportunities to teach appropriate sports behaviour as well as basic skills.
- Ensure that skill learning, and appropriate sports behaviour have priority over highly structured competitions for young children.
- Help children understand the responsibilities and implications of their freedom to choose between fair and unfair play.
- Ensure knowledge of laws of game is such that you encourage the players to play the game and accept the role of the umpire.

By accepting a coaching role at South Coogee Junior Football Club, I agree to abide by these principles.

I support the Club in its undertakings and encourage the Club to take any necessary disciplinary actions including the suspension and banning where warranted of any coaches for repeated or serious breaches of the Coaches Code of Conduct.

Coaches Name: _____(Print name) _____(signature)

Date: ____/____/____