



JUNIOR FOOTBALL COUNCIL CODE OF CONDUCT

ADMINISTRATORS & OFFICIALS

- Give all children an equal chance to participate.
- Ensure that rules, equipment, length of games and training schedules suit the age, ability and maturity of the players.
- Provide quality supervision and instruction for players.
- Remember that children participate for enjoyment.
- Don't over emphasise awards.
- Help coaches and officials highlight appropriate behaviours and skill development, and help improve the standards of coaching and officiating.
- Ensure everyone involved in junior sport emphasises fair play, not winning at all costs.
- Give a Code of Conduct sheet to officials, coaches, players, parents and spectators and encourage them to abide by them.
- Think before you speak. Don't say anything that could disadvantage anyone within your club or association.
- Compliment and encourage all players.

COACHES

- Remember that children participate for pleasure and that winning is only part of the fun.
- Never ridicule or yell at a child for making a mistake or losing.
- Be reasonable in your demands on young players time, energy and enthusiasm.
- Teach your players to always follow the rules, which are unbreakable.
- Whenever possible, group your players to ensure that everyone has a reasonable chance of success.
- 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 the players.
- Develop team respect for the ability of opponents and for the judgment of officials and opposing coaches.
- Follow the advice of a physician when determining when an injured player is ready to recommence training or competition.
- Keep up to date with the latest coaching practices and the principles of growth and development of children.

PLAYERS

- Play by the rules.
- Never argue with an official. If you disagree, have your captain, coach or manager talk to the official during a break or after the game

- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking an opponent is not acceptable or permitted in any sport.
- Work equally hard for yourself and/or your team. Your team's performance will benefit, and so will you.
- Be a good sport. Applaud all good plays whether they are on your team, or the other team.
- Treat all players, as you would like to be treated.
- Do not interfere with, bully or take unfair advantage of another player.
- Co-operate with your coach, team mates and opponents. Without them there would be no competition.
- Play for the fun of playing, and not just to please parents or coaches

PARENTS AND SPECTATORS

- Encourage children to participate, do not force them.
- Remember that organised sport is for children's enjoyment, not yours.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage players to always participate by the rules and an official's decision.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Positive comments are motivational.
- Remember that children learn best by example.
- Applaud good performance and efforts from each team. Congratulate all participants upon their performance regardless of the games outcome.
- Respect official's decisions and teach children to do likewise. Respect for your team's opponents - without them there would be no game.
- Show appreciation of volunteer coaches, officials and administrators. Without them your child could not participate.
- Support all efforts to remove all verbal and physical abuse from sporting activities.
- Do not use foul language or harass players, coaches or officials.

FOR REFEREES

- Be consistent, objective and courteous when making decisions. Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than errors.
- Be a good sport yourself. Actions speak louder than words.

Condemn the use of violence in any form, be it by spectators, coaches, officials or players.