

MORNINGTON PENINSULA JUNIOR FOOTBALL LEAGUE INC

A0024577V /ABN 25 966 417 132

Postal address: PO Box 430, Hastings Vic 3915, Phone 59794194, Email: <u>admin@mpjfl.com.au</u> MPJFL PLAYER CODE OF CONDUCT

- 1. Abide by the rules of the game and rules set down by your coach, club and league.
- 2. Never argue with an official or umpire.
- 3. Control your temper. Verbal or physical abuse of officials, umpires, spectators or other players, deliberately distracting or provoking an opponent is not acceptable or permitted.
- 4. Work equally hard for yourself and your team. Your team's performance will benefit, so will you.
- 5. Be a good sport. Applaud all good plays whether they are by your team, your opponent or the other team.
- 6. Be proud to walk off the ground after each game knowing that you have given your best effort and never involved yourself in a disagreement with opposing players, umpires or officials.
- 7. Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- 8. Co-operate with your coach and teammates and respect the ability of your opponent. Without them there would be no game.
- 9. Play for the fun of it not to please parents and coaches.
- 10. Avoid use of derogatory language based on gender or race.
- 11. Adhere to the MPJFL smoke free policy at all times.
- 12. Do not be in possession or under the influence of drugs or alcohol.
- 13. Take care of facilities by not damaging, stealing, modifying or misusing property.
- 14. Report to a responsible adult any incidents of threats, bullying, harassment, violence or intimidation.
- 15. Do not use information technology to make or post inappropriate comments/images against players, clubs, club officials, match officials or the League which is discriminatory or offensive. Information technology includes, but is not limited to: email, instant messaging, text messages, phone messages, digital images, website postings (including social media such as Facebook, Twitter and blogs).

