

ROSEBUD JUNIOR FOOTBALL CLUB INC.

Players code of conduct

- Abide by the laws of the game, RJFC, MPJFL and VCFL.
- Respect yourself, your team mates, all coaching staff and volunteers, Club equipment and The Rosebud Junior Football Club.
- Control your temper and do not argue with umpires.
- Do not use bad language.
- Be a good sport – humble in victory and gracious in defeat. Always shake your opponents hand after the game.
- Be a team player.
- Treat all players fairly and without discrimination.
- Listen to your coaches instructions and follow them to the best of your ability.
- Arrive on time for training and games with enough time to change and prepare (stretch etc).

Parents and supporters code of conduct

- Abide by RJFC, MPJFL and VCFL Codes of conduct and club policies.
- Encourage players to play by the rules, honest effort is just as important as winning.
- Encourage participation but do not force it.
- Applaud good play from all players not just your own.
- Do not ridicule mistakes or losses, stay positive.
- Ensure children arrive on time for training and games with appropriate gear (E.g. Helmet if required, mouth/guard, drink, socks and shorts).
- Do not undermine the efforts of our coaches or officials. Do not approach them in a negative nature during games. Recognise and acknowledge the value and contribution they make. No slandering.
- Never verbally or physically abuse, intimidate or use threatening behavior or language towards any umpire, game day official, committee member, club member or fellow spectator. Remember you are representing the RJFC and it will not be tolerated in any way.
- Assist at training and on game day wherever possible.
- Behave in an appropriate manner at all RJFC events and functions.
- Never consume alcohol at any venue where a game or training session is in progress (this includes in vehicles).
- Do not smoke within 5 metres of any club building or coaching box.

Players Name: _____ Signature: _____

Parents/Guardian Name: _____ Signature: _____

Date: _____