



## **Player Code of Conduct**

***Participation and enjoyment of all members is paramount to the Wagga United Committee, and for that reason the following items must be adhered to:***

- a) I will always play by the rules
- b) I will never argue with an Official. If I disagree with a decision I will speak to team Captain, Coach or Manager during a break or after the match
- c) I will control my temper. I understand that verbal abuse of Officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport
- d) I will work equally hard for myself and/or my team
- e) I will treat all players in my sport as I like to be treated. I will not bully or take unfair advantage of another competitor
- f) I will cooperate with my Coach, team mates and opponents
- g) I will participate for my own enjoyment and benefit, not just to please parents and Coaches
- h) I will not arrive at the venue intoxicated
- i) When asked to do so by my Coach, I will arrive at games wearing my Club polo shirt
- j) Any social function I attend on behalf of the club, if requested to do so by my Coach or Manager, I will wear my Club polo shirt
- k) I will respect the rights, dignity and worth of all participants regardless of their gender, sexual preference, ability, cultural background or religion
- l) I will thank the opposition and Officials at the end of the game
- m) I am aware that a No Smoking policy exists and I will not smoke at any FWW venue during any scheduled games
- n) I am aware of the Club's Social media policy and will not post anything on a social media page that might disrespect an opposition player or Club, or anyone from my own club.
- o) I will not speak to any media without first seeking approval from the Wagga United President or Senior Vice President in their absence.

**Any breach of the above listed items, may result in the Player being asked to front the Wagga United Committee for potential disciplinary action as per our Constitution.**