

South Burnett School Sport (10-19Yrs)

Code of Conduct

Students' Code of Behaviour

- Take responsibility for your own behaviour and performance.
- Compete by the competition conditions and rules.
- Never argue with the Judge's, Referee's or Umpire's decision.
- Control your temper – no criticism by word or gesture.
- Work equally hard for yourself and your team – your teams performance will benefit and so will your own.
- Be a good sport. Encourage and support your own team members.
- Show respect for yourself, your team mates, officials, your opponents and their skills.
- Behave in a manner that respects the rights of others.
- Smoking, drinking of alcoholic beverages, use of any illegal substances and substance abuse is strictly forbidden.
- Entering or remaining upon restricted licensed premises under the supervision of the team officials or billeting parents is strictly forbidden.
- Going to bed at a reasonable hour will assist your own and your team's performance.
- Wear the official team uniform at all times, as directed by team management / officials.
- Check-in and check-out with team management/officials each day.
- Stay in the designated team area and support other team members during times when you are not competing.
- Follow all directions of team management/officials.

Consequences for student breaches of this code

Team managers may deal immediately with any breaches of this code by imposing appropriate consequences, including not playing remaining fixtures, notification of parents and being sent home at your parents' cost. The District Committee / Regional School Sport Board (RSSB) is responsible for imposing longer term consequences such as a suspension from representative sport for up to two years.

Furthermore, the District Committee / RSSB may provide a report to your school and you may be subject to discipline in accordance with the Education (General Provisions) Act 2006 (EGPA).

Students will be afforded natural justice in respect of breaches of this code and for any discipline under the EGPA.

Parents' Code of Behaviour

- Cooperate with the school to achieve the best outcomes for your child
- Support team and event officials in maintaining a safe and respectful; learning environment for all students
- Maintain positive relationships with team officials regarding your child's learning, wellbeing and behaviour.
- Encourage participation by your children.
- Provide a model of good sportsmanship for your child to copy.
- Be courteous and constructive in your communication with players, team officials and sport administrators.
- Encourage honest effort, skilled performance and team loyalty.
- Make any new parents feel welcome on all occasions
- Do not interfere with the conduct of any events
- Support School Sport Australia's policy of smoke and alcohol free environment.

Spectators' Code of Behaviour

- Demonstrate appropriate social behaviour
- Remember children play for enjoyment, Don't let your behaviour detract from their enjoyment
- Let game officials conduct events without interference
- Support skilled performance and team play with generous applause
- Demonstrate respect for opposing players and their supporters
- Support School Sport Australia's policy of smoke and alcohol free environment

Consequences for parent / spectator breaches of this code

Team managers and event organisers may deal immediately with any breaches of this code by warning offender about their conduct, asking offenders to leave venues, and calling police to intervene where necessary. The District Committee / Regional School Sport Board is responsible for imposing longer term consequences such as written warning, or barring attendance at future events for a period or indefinitely

Parents and spectators will be afforded natural justice in respect of breaches of this code.

Parents and spectators should also note that where fixtures are held on State School premises, the offence provisions under the Education (General Provisions) Act 2006 (EGPA) apply and offenders' actions may be referred to police for action.