

**BIG LAKE YOUTH FOOTBALL ASSOCIATION
PLAYER CODE OF CONDUCT**

1. I will treat my parents, coaches, teammates, opponents, property of others and game officials with the same respect that I would like to be treated regardless of race, gender, creed or ability.
2. I will practice good sportsmanship by demonstrating respect both on and off the field. Destructive or inappropriate behavior, during or after a game or practice, will not be tolerated & may affect game playtime.
3. I will demand a sports environment that is free from profanity, drugs, alcohol and tobacco and I will refrain from their use at all times.
4. I will practice and play to the best of my ability at all times.
5. I will be on time (as assigned by my coach) to all team events. I understand that missing practices may affect my game playtime.
6. I will recognize football as a team sport and will put the interests of the team over my own individual interests and personal desire to win.
7. I will not intimidate, ridicule, or verbally and/or physically abuse any player.
8. I will not criticize officials, coaches, parents, teammates or opposing players.
9. I will not attempt to deliberately injure another player(s).
10. I will agree to abide by all Association, League, & Tournament rules.
11. I will wear my team uniform and equipment with pride and treat it with respect.
12. I will keep up with my schoolwork by balancing my time and school assignments with games and practice schedules.
13. I will follow the Hornet Way both in the classroom, on the playground and on the field.

All Big Lake Youth Football Association players are expected to adhere to the code of conduct and display good sportsmanship. Failure to adhere to the code of conduct may include, but are not limited to removal of the player from a practice(s), game(s), league/tournament suspension, or possible expulsion from Big Lake Youth Football. I acknowledge that I have read and understand this code of conduct policy & that I will abide by it.

Players Name: _____ **Team:**

Signature: _____ **Date:**
