

CODE OF CONDUCT AND ETHICS POLICY

All officials, coaches, players, parents/guardians and spectators who participate in GEMSA are automatically bound by and must adhere to the following Code of Conduct.

All coaches “on the bench” will be required to complete the online course: “Respect in Sport for Activity Leaders” or “Safe Sport as per Softball Alberta Coaches requirements.

COACHES

1. I will not disrespect another coach, player, parent, spectator, umpire, or league official with the intent of humiliation, defamation, slander, ill will or intent to harm emotionally, socially, physically, verbally or conspire to hurt, isolate or target individuals, or impede a respectful and positive environment.
2. I will settle disagreements with others in a confidential and private manner after games or practices.
3. I will encourage good sportsmanship by demonstrating positive support for everyone participating in GEMSA at every game, practice, or event.
4. I will place the emotional and physical well-being of all players on all teams ahead of any personal desire to win.
5. I will ensure my players are aware of the Player Code of Conduct.
6. I will ensure my team’s family members and spectators are aware of the Spectator Code of Conduct
7. I will ensure, to the best of my ability, that my players are in a safe and healthy environment.
8. I will insist that my players are in a safe and healthy environment.
9. I will remember that I am here for children and not for the adults.
10. I will do all I can to make the game fun and safe for all the children involved.
11. I will NOT allow consumption of alcohol, tobacco, drugs (including marijuana) or vaping of any kind. It will not be allowed on the spectator bleachers, players benches, in the dugouts or anywhere within 10 meters of the playing field before, during or following games, practices or other team events.

I, as a coach in GEMSA, understand that failure to abide by the Code of Conduct and Ethics Policy may result in game ejection, league suspension and/or game forfeiture.

