



## BEFORE/DURING THE SEASON

- Meet with your players and families regarding their behavior and the culture that you demand on your team. Reinforce during the season as needed. Expectations should be in keeping with club's code of conduct.
- Provide feedback and promote and reward positive behavior examples
- Be aware and address of warning signs or bad behavior
- Provide and promote positive moments of behavior, while showing how bad behavior impacts players, referees, and coaches any other way than positive comments

**Action:** Focus on showing the positive behavior we want to see from players, coaches, and parents

## PRE GAME

- Meet with the referee(s) and opposing coach(es)
- Take the time to build relationships
  - Ensure a professional and organized sideline
  - Players respectful, proper appearance, etc...
  - Ensure warm-up music and language is appropriate at all times
- Remind players of how their actions and behavior impacts the parent sideline and referees
- Be aware of your comments about the referee, opposition, or other parties that might
- impact player's behaviors and bias, any other way than positive comments

**Action:** Write down and remind yourself the example you want to set for your players, team, referees, and opposition

## DURING THE GAME

- Be respectful of the referee(s)
- Be respectful of the opponents
- Know the Rules of Competition, Laws of the Game and playing format for your child's age group
- Promote fair play by leading by example with action, words, and choices
- Display supportive sideline behavior for both players and teams
- Ask for a conversation where needed rather than a confrontation
- Restrain from speaking to opposing players, coaches, parents, and the referees, in any other way than positive comments

**Action:** Awareness of your behavior and mannerisms, as well as your words.

## AFTER THE GAME

- Lead by example and take ownership
- Thank the referees
- Thank the opponents
- Pick up your trash.
- Clear the bench and leave the sideline in appropriate condition

**Action:** Highlight and promote one positive interaction from the game that displayed promoted behavior



# Coaches