



CODE OF CONDUCT

COACHES

- Be reasonable in your demands on your young player's time, energy and enthusiasm--remember that they have other interests.
- Consider the wellbeing and safety of players before development of performance.
- Develop an appropriate working relationship with players based on mutual trust and respect.
- Teach your players that the laws of the game are mutual agreements which no one should break.
- Avoid over-playing the talented players - the "just average" players need & deserve equal time and may well become the star players of tomorrow if encouraged and nurtured correctly.
- Children play for fun - winning is only part of it - never yell at or ridicule children for making mistakes or losing. Encourage them to value their performances, win lose or draw and their behavior.
- Follow the advice of a Doctor in determining when an injured player is ready to play again.
- Gain respect by being generous with your praise when it is deserved and set a good example in every way.
- Improve your players through coaching - frequent match play or long practice sessions do not guarantee development.
- Do not shout continually.
- Ensure you always work within the AJRU Continuum (minis/youth)
- Points for Sportsmanship and good behavior (for both players and parents) should be awarded at Mini rugby festivals. Fair play must be highly valued by the players.
- Avoid mismatches --it benefits neither side if one team runs up a "cricket score" - stop the game and even up the teams.
- Be fully aware of your responsibilities with regard to the club (CRU) Child Protection Policy and guidelines.
- Assign a 'mentor' player to new players and make positive efforts to integrate them into the team.
- Hold current and appropriate coaching qualifications and insurance (through the club) and be CRB checked.
- Never encourage rule violations, rough play or use of prohibited substances.
- Make sure all activities are appropriate to the age, ability and experience of those taking part.
- Display consistently high standards of behavior and appearance.
- Never exert undue influence over players to obtain personal benefit or reward.