

## **EXHIBIT B: Participant Code of Conduct**

### **1. As a SHM participant, you agree to:**

- a. Maintain your Studies: Participants agree to maintain high grades in school as a top priority.
- b. Be Respectful: Participants agree to act in a respectful manner to coaches and each other. Respect is the basis for a Team to exist. Disrespectful behavior will be warned at the first incident with a benching. At the second incident, the uniform will be requested. Disrespect includes: rudeness to a coach or other participants, poor sportsmanship, or destruction of school or SHM property.
- c. Be Prepared: Participants agree to show up on time to each scheduled event, properly dressed, mentally prepared and ready to go.
- d. Learn: Participants agree that learning is a key element of football. Learning includes in-practice and out of practice understanding of plays, drills, safe techniques, and position responsibilities, among other elements.
- e. Teach: Share your SHM play/drill understanding with other players, especially younger or less experienced players.
- f. Put in 100% effort to get results: Good results come from active participation in practice, conditioning, walk-through's, watching game films, studying playbooks, etc. As a participant, your success in games and events are a direct result of your putting in effort in advance. Failing to come to scheduled practices, not actively participating in practices, etc. will negatively impact your game performance, teamwork and safety so coaches are encouraged to reduce your game playtime accordingly.
- g. Have Fun: Playing Football and Cheerleading with old and new friends can be a lot of fun, and often is a cherished memory as you get older.
- h. Player Conduct
  1. Players are expected to conduct themselves in such a way as to facilitate their learning.
  2. Conduct that is detrimental to the health or safety of any person associated with a SHM activity (practice, games, or organized activities) will be subject to disciplinary action, including dismissal from the program in severe cases.
  3. Players who are responsible for the intentional injury of another player will minimally be suspended from play until the injured child can return to practice. Additional penalty is at the coach's discretion.

4. Players whom are found responsible for taking property or equipment of other children will be disciplined. Should the taking of property result in the inability to participate in practice or games, the responsible child will be suspended until the affected child's equipment or property is returned or replaced.

5. Physical abuse, verbal abuse, and intentional exclusion of a child by their peers/teammates constitutes bullying.

6. Conduct that interrupts or impedes practices will be subject to disciplinary action by the coaches, including dismissal from the program if the conduct persists.

7. All players and parents will sign and return their code of conduct agreements before participating in practice.

## **2. Player Disciplinary Action Process -**

Before a player can be dismissed from a team, the following must have occurred:

1<sup>st</sup> Offense – an offense which the majority of the coaches deem (via vote) serious enough to be an “official offense”

1. Discipline at practice by the coaches.
2. Discussion of acceptable/unacceptable conduct with the player by the head coach and assistant coaches.
3. Discussion of the situation with the parent(s) or legal guardian(s).

2<sup>nd</sup> Offense

1. Second discussion with parent(s) or legal guardian(s).
2. Suspension of child for half of the next game.

3<sup>rd</sup> Offense

1. Third discussion with parent(s) or legal guardian(s).
2. Suspension from the team for two weeks including two games.
3. The first game back from the suspension – the offender will only be permitted to play one half.

4<sup>th</sup> Offense

1. Child will be dismissed from the team, and can re-apply for admission to the league the following year.

Participant Signature: \_\_\_\_\_

Participant Name (print): \_\_\_\_\_

Date: \_\_\_\_\_