



WWW.STCHARLESSOCCER.ORG

### 2011 – 2012 COACHES CODE OF CONDUCT

I hereby pledge to the ST CHARLES SOCCER that I will follow this Code of Conduct for the upcoming  
ST CHARLES SOCCER 2011 – 2012 season.

1. I will place the emotional and physical well being of my players ahead of my personal desire to win.
2. I will treat each player as an individual remembering the large range of emotional and physical development for the same age group, regardless of race, sex or creed.
3. I will do my best to provide a safe playing situation for my players.
4. I will do my best to organize practices that are fun and challenging for all my players.
5. I will lead by example in demonstrating fair play and sportsmanship to all my players and their Parents.
6. I will refrain from using any foul language around my players.
7. I will not argue or loose my temper with any official, rather I will discuss the rules in a calm manner and I will teach my players to do the same.
8. I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
9. I will use those coaching techniques appropriate for each of the skills that I teach.
10. I will remember that I am a youth sports coach, and that the game is for children and not the adults.
11. I will abide by and enforce all of the rules and policies of the St. Charles Soccer without exception.
12. I will review these rules with my PARENTS and will be held responsible for their actions during both PRACTICE & GAMES.

<b>Signature:</b> _____	<b>Date</b>
<b>Print Name / Team:</b> _____	
<b>Position:</b> _____	

**No Coach will participate in the ST CHARLES SOCCER program until this signed contract has been given to the ST CHARLES SOCCER BOARD OF DIRECTORS. No Exceptions.**

**In addition ALL coaches must have on file a signed COACHING APPLICATION for the Current Year.**

**These are required for All coaches on each team.**

**INTERNET: [WWW.STCHARLESSOCCER.ORG](http://WWW.STCHARLESSOCCER.ORG)**