

Coach & Team Official Contract and Code of Fair Play

The intention and spirit of this contract is to promote fair play and respect for all participants within the Coquitlam Minor Hockey Association. All team officials must sign this contract stating that they will observe the principles of our Fair Play Code

Fair Play Code

I will teach my athletes to play fairly and to respect the rules and to play in the spirit of the game.

I will remember that children need a coach they can respect. I will be generous with praise and set a good example to follow.

I will not use foul, abusive or profane language. I will strictly follow Hockey Canada's zero tolerance policy on the use of tobacco, alcohol and drugs.

I will be reasonable when scheduling games and practices, remembering that young athletes have other obligations.

I will make sure that equipment and facilities are safe and match the athlete's ages and ability.

I will respect the children, volunteers, referees, the Association Executive members, parents and spectators, by voicing my concerns in private. I will abide by the Association's Social Media Guidelines.

I will support efforts by this Association and others to remove all verbal and physical abuse from children's hockey.

I will ensure BC Hockey's policy of 2 deep supervision is followed at all times.

I will not be a bystander if I become aware of any bullying, harassment or behaviour that may be deemed unsuitable for children's hockey. I am obligated to report such actions to the team Manager or appropriate Executive member immediately.

I will not ridicule or yell at the child, or other children for making a mistake, poor play or performance.

I will obtain proper training and continue to upgrade my coaching skills.

I agree to abide by the principles of the Fair Play Code as set by Hockey Canada, and supported by the Coquitlam Minor Hockey Association.

I also agree to abide by the rules, regulations and decisions as set by the Association.

Print Name: _____

Signature: _____

Date: _____