**11th Annual Musqueam and UBC**





**Youth Soccer Tournament**

**Sportsmanship Code of Conduct**

Coaches/Managers:

We would like to take this opportunity to remind coaches, managers and parents that this tournament was created to give our young athletes a **positive sporting experience** and to foster their skill development, team development and sportsmanship like conduct. Another goal of this tournament is to strengthen the relationship between First nation’s communities and The University of British Columbia, and to make our youth feel more welcome in a university setting. All people involved in this tournament have a responsibility to foster these goals.

Therefore it is an expectation of teams, coaches, managers, referees and parents to treat all other people with dignity and respect throughout the tournament, especially young athletes and referees (some of whom have volunteered their time to make this tournament possible). Disrespectful treatment of referees, players, coaches, managers, parents, fans, or tournament staff will not be tolerated, and may result in an immediate termination of the game or your team’s removal from the tournament.

In the interest of safety and comfort of all athletes we will have a zero tolerance policy for severe and deliberate violence on the field of play. If a player is found by the referee or a tournament organizer to have deliberately injured or attempted to injure another player they will be ejected from the tournament immediately. If another player on the same team is found by a referee or a tournament organizer to have deliberately injured or attempted to injure another player the entire team will be immediately ejected from the tournament.

If you find yourself in a dispute or would like to address a situation it is expected that you will report to the registration tent and contact Courtenay Gibson, Musqueam Recreation Coordinator or Ryanne James, UBC First Nations House of Learning and your issues will be dealt with in a fair and timely manner.

Name Team Signature