

**SHARON RECREATION DEPARTMENT
BASKETBALL PROGRAM
PLAYER CODE OF CONDUCT**



The Sharon Recreation Department Basketball Program has implemented the following Code of Conduct. All players must read, understand and sign this form prior to participation in our league:

- **Respect the Golden Rule:** Treat your teammates, their parents and the officials in the same manner you want to be treated. That means no yelling, no sarcasm, and no embarrassing anyone in front of others. To gain respect, you must give respect.

- **Practice Good Sportsmanship:** Good sportsmanship means no trash talking or taunting. Develop a positive relationship with the officials and your peers. Trash talking and inappropriate language will not be tolerated. Shake hands with fellow players after the game.

- **Understand the Rules of the Game:** Read the rulebook. Identify any special policies your league has adopted.

- **Have a positive rapport with the officials:** Officials will not respond positively if you try to bully or intimidate them. Instead, be respectful. Have a coach seek clarification if it's warranted. Set the right tone for your team by never arguing a call or disparaging an official.

- **Promote a competitive balance with fun:** Avoid getting too serious, don't focus on just winning; but developing team chemistry and comradery.

- **Be Patient:** Your teammates may miss shots, they may make turnovers and they may commit needless fouls. They need the freedom to make mistakes in order to learn and improve. It's your job as a teammate to encourage and support them. That takes time and patience.

By signing this form, I understand violating the Code of Conduct may be subject to disciplinary action by the Recreation Department and/or league coordinators. This disciplinary action may include a temporary suspension from the program or the forfeiture of the privilege to participate in the program for the remainder of the season. Should this happen, no refunds will be granted.

Player's Signature:

Name printed and full signature

Date