

DDSC Players Code of Conduct

The DDSC organization is committed to the long-term development of the youth soccer players as well-rounded athletes, and productive and respected members of society. Excellent gamesmanship in the form of healthy competition coincides with an overall attitude of community awareness and the desire to be a good citizen. Therefore, each player will be expected to follow the DDSC Code of Conduct values and each parent is expected to help enforce these

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

1. DDSC Players will understand that soccer is a team sport and any absences, whether from practice or games affects the overall team. Player unable to attend a practice or game will notify their coaches or team parent as soon as the absence is known.

2. DDSC Player will learn the game and develop skills to the best of my ability

3. DDSC Players will show respect to the referees. Players will not show any dissent to a referee. Player will accept responsibility for all fouls issued. Player will positively acknowledge the referees efforts after a game regardless of the game’s outcome

4. DDSC Player will show respect to the other team’s players. Players will not be allowed to taunt an opposing player.

5. DDSC Player will not retaliate against an opponent for a previous foul.

6. DDSC Player will shake hands with their opponent after each game.

7. DDSC Player will accept victory and defeat with dignity

8. DDSC Player will not use alcohol or illegal substances at any time. Nor will the use vulgar and inappropriate language.

9. DDSC Players will work to promote a model of a top soccer athlete: good skills, sound fundamentals, clean and fair play

Player Signature

Printed Name

Date