



SPORTS EVENTS CODE OF CONDUCT

The schools of the Darling Range Learning Community (DRLC) cooperate to organise and participate in sporting competitions as we believe that this:

- Gives children authentic experience and opportunity to develop skills for physical activity and knowledge and understandings for a healthy lifestyle;
- Allows for participation and competition in a range of sports between schools, using agreed rules and procedures.

To achieve these aims, all participants are bound by our Code of Conduct.

THE DARLING RANGE NETWORK WILL

- Schedule events for schools within the DRLC in consultation with schools;
- Fund the costs of holding these events;
- Provide oversight and support to the Physical Education Committee of the DRLC;
- Liaise with Schools to manage breaches of the DRLC Sports Events Code of Conduct.

STAFF OF PARTICIPATING SCHOOLS WILL

- Promote values of participation, fair play and sportsmanship at all times;
- Respect the decisions of umpires as final, including those of volunteers and Darling Range Sports College students;
- Provide any feedback through the staff members' individual school Physical Education teacher or coordinator, after the event, to be considered at the next meeting of the DRLC Physical Education Committee.

PARENTS AND SPECTATORS WILL

- Provide words of support and encouragement only;
- Remain in designated areas, and not enter the field of play, nor communicate directly with umpires, officials, or student volunteers;
- Respect all decisions made by all staff, officials and volunteers;
- Understand that the decisions made are in the interests of sport and of children having fun and participating;
- Direct any feedback after the event to your local school's Physical Education teacher or Coordinator.

STUDENTS WILL

- Participate fairly, upholding the rules of the game;
- Use only words of encouragement and support for both your own team, and for teams from other schools;
- Respect and abide by the decisions made by any umpire.



DAWSON PARK
PRIMARY SCHOOL
Strive to achieve

