

## Grand Rapids Amateur Hockey Association Coaches Code of Conduct

The Coaches Code of Conduct Agreement (CCOC) for Grand Rapids Amateur Hockey (GRAHA) is consistent with our association's mission statement. Personal growth and development of the hockey player are the main focus of GRAHA. Improving the athlete's individual skills while building competitive teams is also within the broader scope of GRAHA's mission. Coaches are accountable to the boy's and girl's Player Development Committees (PDC), the Board of Directors of GRAHA and our member families. By accepting a coaching position in GRAHA, governed by Minnesota and USA Hockey, you acknowledge that you have read and agree to the Coaches Code of Conduct.

The PDC and GRAHA believe our coaches should be held to the highest standard, as they are the individuals who represent the frontline and face of our organization in and outside the community. Coaches are expected to <u>read</u> and <u>follow</u> the guidelines below, act as an ambassador of the game and encourage fun and development in their role as a coach for GRAHA. Coaches are expected to focus on skill development for ALL players **over** winning in the short term.

### Coaches agree to the following from **USA Hockey**:

Winning is a consideration but not the most important, care more about the development of the athlete than winning the game.

Be generous with your praise when it is deserved; be consistent and honest; be fair and just; do not criticize players publicly; be an effective communicator and coach.

Organize practices that are fun and challenging for your players; familiarize yourself with the rules, techniques and strategies of hockey; encourage all your players to be team players.

Be alert to the safety of players.

Be a positive role model to your players. Display emotional maturity.

Adjust to the personal needs of players; be a good listener; never verbally or physically abuse a player or official; give all players support in gaining self-esteem.

Maintain an open line of communication with your players and parents; explain the goals and objectives of your philosophy.

Be concerned with the overall development of your players and emphasize good health habits.



# Grand Rapids Amateur Hockey Association Coaches Code of Conduct

### From Minnesota Hockey & GRAHA:

Any coach found to be on the ice without their coaching credentials complete will be suspended from coaching for one year. See the "coaches" tab on the website for the six steps.

Racial or ethnic slurs and/ or harassment of any kind will not be tolerated.

Failure of a coach to cooperate with the directive of a referee in a timely manner will result in a bench minor and warning, and ultimately the suspension of the game if the coach remains uncooperative.

GRAHA coaches should refer to both the Coach & Manager Manual and the Coach Reimbursement Protocol found under the "Coaches" tab on the grhockey.com website.

Any team found to not have a locker room monitor at any given time will: 1st offense – be fined \$500, 2nd offense – be fined \$1000, 3rd offense – lose their eligibility to play in postseason play.

Locker room monitors must be the same gender as the players and undergo background screening to serve in this role.

No team shall enter a locker room prior to a scheduled event until a locker room monitor is present and the monitor shall remain present until the last player leaves the locker room.

Coaches oversee arena/ ice operations support as it relates to their team, players, practices and games. Act as an association and facility leader and supervisor.

#### Player Development Overview:

Level	Practice/ Game Ratio	Emphasis
Bantam/ 15U	2 : 1 (37-40 game days)	Higher level individual and team skills/ concepts/ systems
Peewee/ 12U	3 : 1 (34-36 game days)	Intermediate level individual skills and introductory team concepts
Squirt/ 10U	3 : 1 (30 games)	Individual and team skill development priority over winning
Mite/ 8U	3+ : 1	Prioritize skill development and competition with basic game rules
Beginner/ 6U	5+ : 1	Fun/ Basic Skills