

Player Code of Conduct

Lunderstand that:

The intent of the Grand Forks Youth Hockey Association Player Code of Conduct policy is to adhere to the USA Hockey Zero Tolerance Policy and the SafeSport Handbook, while at the same time making the game of hockey a rewarding and fulfilling experience for all participants.

Therefore, I agree to the following Grand Forks Youth Hockey Player Code of Conduct policy:

- I will engage in good sportsmanship and will represent GFYHA in a positive manner.
- I will treat teammates, coaches, opponents, facilities, fans, and referees with respect.
- I will take pride in my team and contribute to my team's unity.
- I understand that hockey is a team sport; as such, the interests of the team shall take precedence over individual achievements.
- I will not demean or criticize my teammates or any other GFYHA member's play.
- I will be attentive when coaches explain practice drills, game strategies, or pass along other information or instructions.
- I will not partake in demeaning, divisive and/or disruptive behavior in the locker room.
- I will not criticize referees. The only individuals who may speak to officials are the coaches and/or designated captains under the instruction of their coaches.
- I will not use social media to make inappropriate or disrespectful comments or convey disregard for others.

Grand Forks Youth Hockey Association adopts USA Hockey and SafeSport's zero tolerance against physical and emotional misconduct, abusive behavior, bullying, threats, and harassment. Additionally, obscene language or gestures, and other detrimental behavior directed towards teammates, coaches, other GFYHA members, referees, opponents, or spectators will not be tolerated and will be subject to discipline.

Violation of the Player Code of Conduct will result in disciplinary action ranging from a verbal warning, up to suspension of a player from all team functions. Continual abuse of conduct may result in permanent removal from the Grand Forks Youth Hockey Association.

Player Name	_
Player Signature	Date