

6. v) Code of Conduct for Football

Football is the national game. All those involved with the game at every level and whether as a player, match official, coach, owner or administrator, have a responsibility, above and beyond compliance with the law, to act according to the highest standards of integrity, and to ensure that the reputation of the game is, and, remains, high.

Community

Football, at all levels, is a vital part of a community. Football will take into account community feeling when making decisions.

Equality

Football is opposed to discrimination of any form and will promote measures to prevent it, in whatever form, from being expressed.

Participants

Football recognises the sense of ownership felt by those who participate at all levels of the game. This includes those who play, those who coach or help in any way, and those who officiate, as well as administrators and supporters. Football is committed to appropriate consultation.

Young People

Football acknowledges the extent of its influence over young people and pledges to set a positive example.

Propriety

Football acknowledges that public confidence demands the highest standards of financial and administrative behaviour within the game, and will not tolerate corruption or improper practices.

Trust and Respect

Football will uphold a relationship of trust and respect between all involved in the game, whether they are individuals, clubs or other organizations.

Violence

Football rejects the use of violence of any nature by anyone involved in the game.

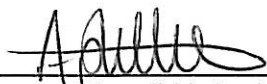
Riccall United FC Code of Conduct for Team Officials

Fairness

Football is committed to fairness in its dealings with all involved in the game.

Integrity and Fair Play

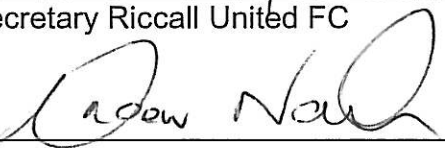
Football is committed to the principle of playing to win consistent with Fair Play.

Signed 
Chairperson Riccall United FC

Date 10/1/08

Signed 
Club Secretary Riccall United FC

Date 10/1/08

Signed 
Treasurer Riccall United FC

Date 16/1/08

**Adapted from the FA Good Practice Guidelines*