



PLAYERS CODE OF CONDUCT

The Player understands and agrees to:

- 1. Participate in matches in accordance with the Laws of Australian Football.
- 2. Respect the spirit of the Laws of Australian Football and fair play, and behave accordingly.
- 3. Display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators.
- 4. Never argue with or dispute a decision of an official. If a player disagrees with a decision, they should deal with their dispute in accordance with the relevant Rules, Regulations, Policies and Determinations.
- 5. Control their emotions, and not engage in verbal abuse of officials, sledging other players or behaviour that deliberately distracts or provokes an opponent.
- 6. Comply with the National Member Protection Policy;
- 7. Never engage in any type of violence either on or off the field;
- 8. Contribute to a safe sporting environment and respectful culture which is accepting of individual differences, and behave accordingly;
- 9. Co-operate with their coaches and team-mates;
- 10. Participate for their own enjoyment and benefit and for the enjoyment and benefit of their teammates;
- 11. Respect the rights, dignity and worth of all participants regardless of the gender, ability, sexual orientation, cultural background or religion;
- 12. Not behave in any way so as to bring the Player, Australian Football, the AFL, the State Body, the League or the Club into disrepute;
- 13. Not engage in conduct that is (in the State Body's reasonable opinion), unethical, unbecoming or likely to cause harm to the reputation of the Player, the State Body, the League, the Club or Australian Football:
- 14. Not take part in any form of bullying including via the use of social media;
- 15. Use appropriately the facilities and equipment made available for training, matches and events, including facilities provided by the opposing teams;
- 16. Comply with and observe in the AFL Anti-Doping and any relevant Illicit Drugs policies; and be responsible for their actions.