



**M.O.T. Soccer
Indoor Soccer League
2006 – 2007 Season
www.motsoccer.com
www.motindoor.com**

Code of Conduct – Players & Parents

Indoor soccer is an exciting, fast moving and fun game. Players and fans should remember that the objective is to have fun, develop soccer skills, develop team work skills, and learn the game. It is important to our soccer program that all participants conduct themselves in a positive and responsible manner.

Players

- Have fun, make new friends, and learn new skills. Be a good and supportive teammate. Do your best for your team.
- Be a good sport whether you win or lose. Always be fair and honest, no matter the circumstance.
- Obey the rules of the game. Listen to and respect your coaches and referees at all times.
- After the game, congratulate the opposing team. Applaud the efforts of your teammates and opponents.

Parents

- Encourage players to have fun at all times. Focus on praise and encouragement rather than on criticism and negative yelling.
- Applaud good plays by players on both teams. Let soccer be fun! Nothing is better than seeing a child smile from recognition.
- Encourage fair play and good sportsmanship.
- After the game concludes, the first question that you should ask your child is “Did you have fun?” and not “Who won?” or “Who scored?”.
- Attempt to reduce the pressure of competition, not increase it. A child is easily affected by outside influences.
- Be kind and respectful of coaches and referees. These volunteers give their personal time to provide a recreational activity for your children.
- Do not publicly question the referee’s judgment or honesty. The referee is the symbol of fair play, integrity, and sportsmanship. Please remember that many of these referees are young adults who are learning how to referee the game, so please give them your respect.
- NEVER enter the playing area to speak with a referee. Speak to your coach or a Club official if you have a concern.
- Accept the results of the game. Encourage your child to be a good sport in victory or defeat. Many times a player will not remember the results of a game an hour later, but they will remember how they felt because of their own, and your, actions.