



We are BLUE, we are WHITE...

The Good Parent Code

The way you behave as a parent reflects on you, your child and their Rugby Club and team.

RC Hilversum acknowledges that parents form an integral part of the successful running of Youth Rugby. It is important that young players enjoy their involvement in Rugby in a positive environment where they can flourish.

Remember:

- Our youth players are playing rugby for their own enjoyment and not to keep their parents happy
- To ensure that your child has the necessary kit for training and matches.
- **Mouth guards are mandatory! No mouth guard = no play!**
- Safety comes first! Listen to the advice of your team manager, coach or club official if your child is injured
- To stay off the pitch
- To keep your manager informed of your child's availability
- To focus on the players efforts (rather than winning or losing). Victory is not everything!
- Be realistic about your child's ability. Do not push them towards a level that they are not capable of achieving
- Provide positive verbal feedback both in training and during the game
- Support the Club to eradicate bad, coarse or abusive behaviour on or off the pitch
- That young people learn by example
- To show appreciation of good play for both RC Hilversum and the opposition
- To respect the referee's decisions. Do not publicly question the referee's judgement!

Parents are encouraged to:

- Familiarise themselves with the coaching and training programme by observing the sessions in which their child participates
- Be aware that RC Hilversum has a duty of care and therefore, where appropriate, it can be helpful for parents to assist coaches and players
- Get involved with Club activities and share any expertise that could positively benefit the Club and/ or your child's team
- Share any concerns with your coaches and/or team managers in the first instance and if necessary then contact the Youth Rugby Co-ordinator
- Familiarise yourself with the Good Player Code to ensure that your child is also applying good practice "on and off" the field