



BUILDING A BETTER OST - OPELIKA SWIM TEAM PACTICE CODE OF CONDUCT:

All Opelika Swim Team members, team staff, and parents of athletes in Red and Black Group are apprised in writing of this Practice Code of Conduct. A signature on this document constitutes unconditional agreement to comply with the stipulations of both documents.

- a. Team members will display proper respect and sportsmanship toward coaches, officials, administrators, teammates, fellow competitors, and the public always.
- b. Team Members will follow and adhere to USA Swimming MAAPP and Athlete Protection policies.
- c. Team members and staff will refrain from any illegal or inappropriate behavior that would detract from a positive image of the team or be detrimental to its performance objectives. Including but not limited to actions at school, social media, or other public forums.
- d. The possession or use of alcohol or tobacco products at any practice facility by any athlete or staff member is prohibited.
- e. No “deck changes” are permitted. Athletes are expected to use available change facilities.
- f. Athletes understand OST has a bullying policy. Athletes have been given a copy/have accesses to copy of OSTs bullying policy and understand the serious nature and consequences of bullying.
- g. Swimmers are to refrain from inappropriate physical contact at team practices.
- h. Swimmers are to refrain from use of inappropriate language at team practices.

Potential Consequences for not following OST PRACTICE CODE OF CONDUCT:

- a. Failure to comply with the Practice Code as set forth in this document may result in disciplinary action. Such discipline may include, but may not be limited to:
 - i. Dismissal from the practice and communication to parents immediately.
 - ii. Not allowed to participate in team events or competition.
 - iii. Parents required to attend practices.
 - iv. Dismissal from the team; and/or
 - v. Proceedings for a LSC or USA Swimming National Board of Review.

Print and Signed: Athlete and Parent/Guardian

Date