

VICTORIA YOUTH SOCCER ORGANIZATION

Code of Conduct

The South Texas Youth Soccer Association's motto, "the game for all kids" is one that the VYSO Board of Directors believes in. We have placed high the priority for all kids to learn the game, and to have fun while doing so. VYSO has adopted a code of conduct for behaviors, comments, and actions that could result in unsafe play, or are not aligned with the principles of good sportsmanship.

- VYSO has a policy of **zero tolerance** for the use of any foul language or abusive or derogatory comments directed towards referees, coaches, players, parents, or board members while at the VYSO soccer fields or VYSO sanctioned events. Such offenses may lead to dismissal from the VYSO facilities, and/or from the Victoria Youth Soccer Organization. Local law enforcement officials will be called, if necessary, to handle any issues that result in physical altercations involving players, referees, coaches, or parents.
- Comments or complaints regarding coaches should be made to the appropriate Director of Coaching. Contact information can be found on the VYSO website (www.vyso.org)
- Comments or complaints regarding referees should be made as soon as possible (either at half-time, or immediately after the game) to the Referee Administrator or Field Marshall on duty at the fields. This includes any formal protests of game issues, or calls by referees. Your feedback is welcomed.
- Any other comments or suggestions should be directed to the President and/or Vice-President, of the VYSO Board of Directors. Contact information can be found on the VYSO website (www.vyso.org).

VYSO will enforce this code of conduct in support of players, referees, volunteers, and any other individuals attending or participating in any VYSO sponsored event. VYSO is committed to creating an environment of teamwork, good sportsmanship, and a high quality of play. Please help us maintain a safe and respectful environment for our children to learn the game of soccer, and have fun while doing it.