

Code of Conduct for Use of the CHA AGP

All group leaders are responsible for the Code of Conduct for their group which consists of all members, players and their families, volunteers and spectators.

All group leaders must ensure that the group's activities on site are conducted in accordance with the high standards of a Charter Standard Community Club and the FA.

All group leaders must report any issues to the Academy's site staff about the AGP and facilities, including the condition of pitch that would make it unsafe or where use would cause damage to the playing surface.

Should a group fail to comply with the expectations within the Code of Conduct future bookings will be cancelled.

1. Arrival and departure arrangements

- i. On arrival, group leaders and groups should wait outside of the pitch gates until the start of the hire. Group leaders must be on the pitch before their group. No use of pitch is permitted until the group leader is present.
- ii. Only coaches, managers and players are allowed on the pitch. Families and spectators are to remain off the playing surface at all times.
- iii. Bookings are for 55 minutes, finishing 5 minutes before the hour (weekdays). Please be courteous of the group hires before and after your time slot. Vacate the facility quietly and sensibly. The facility lights will automatically turn off at 22:00 hours on weekdays and 20:00 hours at weekends.
- iv. All group leaders must ensure training and matches finish promptly at the end of hire session even when the next hire session is vacant.
- v. Goals are to be moved by CHA staff and group leaders only. The dividing net is to be moved by CHA staff only.

2. Conduct and Noise

- i. The group leader must ensure proper use of the facility and is responsible for the conduct of their group, on and off the pitch.
- ii. Good behaviour is required from each group before, during and after use of the facility.
- iii. Foul or abusive language, physical intimidation or violence towards fellow users and CHA staff will not be tolerated.
- iv. Group leaders and groups must treat fellow users and staff with courtesy and respect at all times and must recognise that other groups use the facilities.



- v. Group leaders and groups must use the pitch, facilities and on-site parking provided without causing nuisance to other users or to neighbouring residences and all must follow the Noise and Lighting Management Policy. During training (weekday evenings) a whistle should not be used.

3. Refreshments and Facility Care

- i. Group leaders and groups must not intentionally damage the pitch or any of the facilities in any way.
- ii. Food, drink (other than water) and chewing gum are strictly prohibited within the pitch area.
- iii. Water may only be brought on to the pitch in plastic or personal re-usable sports water bottles. No glass bottles are permitted.
- iv. No smoking or spitting is permitted on the site.
- v. No heavy or sharp objects are permitted on the playing area.
- vi. No form of vehicle, bicycle, skateboard, roller skates etc. is allowed on the pitch.
- vii. Players are strictly prohibited from attempting to open, or adjust in any way, electrical boxes, lights or wiring.
- viii. No climbing on the goals, fences or netting.
- ix. No dogs on the pitch or site are permitted at any time. Guide dogs may be in the spectator area.
- x. Remove all litter, tape, plastic drink bottles etc. from the area when leaving the pitch and dispose of properly. Keep the site clean and always use the rubbish bins provided.
- xi. Group leaders must ensure the pitch is left clear of litter at the end of each session.

4. Footwear

- i. It is the responsibility of group leaders and groups to ensure that they are equipped with suitable footwear for playing on the pitch – please see below.
- ii. Players with incorrect footwear will be requested to leave the pitch area immediately and the group leader will be held responsible.
- iii. Clean footwear only. Footwear must be cleaned on the boot brushes provided before entering the pitch.



Footwear should always be clean and in good condition