

## Code for Conduct

This Code for Conduct identifies the standard of behaviour that is expected of all Mississauga Hockey League ("MHL") members and participants, which for the purpose of this policy shall include all players, parents, coaches, officials, volunteers, directors, officers, committee members, convenors, team managers, trainers, administrators and employees involved in MHL activities and events.

The MHL is committed to providing an environment in which all individuals are treated with respect. Members and participants of the MHL shall conduct themselves at all times in a manner consistent with the values of the MHL, which include fairness, integrity and mutual respect.

During the course of all MHL activities and events, members shall avoid behaviour which brings the MHL or the sport of hockey into disrepute, including but not limited to abusive use of alcohol, use of non-medically prescribed drugs and use of alcohol by minors.

MHL members and participants shall at all times adhere to the MHL's operational policies and procedures, rules and regulations governing MHL events and activities, and rules and regulations governing any competitions in which the member participates on behalf of the MHL. Members and participants of the MHL shall not engage in any activity or behaviour that interferes with a competition or with any player or team's preparation for a competition, or which endangers the safety of others.

Members of the MHL shall refrain from comments or behaviour that is disrespectful, offensive, abusive, racist or sexist. In particular, behaviour which constitutes harassment or abuse will not be tolerated, and will be dealt with under the MHL's Harassment Policy.

Failure to comply with this Code of Conduct may result in disciplinary action in accordance with the Discipline Policy of the MHL. Such action may result in the member losing the privileges that come with membership in the MHL, including the opportunity to participate in MHL activities and events, both present and future.