

Waconia Basketball Association Parent Code of Conduct

Standards of Conduct

Parents and guardians agree to:

- **Promote Good Sportsmanship** — Demonstrate positive support for all players, coaches, contest administrators, and officials at every event. Model behavior that reinforces respect, integrity, and fair play.
- **Prioritize Athlete Well-Being** — Place the emotional and physical welfare of all athletes above any personal desire to win. Support an environment that emphasizes development, safety, and long-term growth.
- **Maintain a Substance-Free Environment** — Refrain from the use of drugs, tobacco, or alcohol inside the athletic facilities at all MYAS and WBA scrimmages, tournaments, and practices. Support a culture that promotes healthy choices and responsible behavior.
- **Recognize the Purpose of Youth Sports** — Acknowledge that youth basketball exists for the benefit of the athletes. Parents will not place adult expectations, pressures, or conflicts onto the experience.
- **Foster a Positive Atmosphere** — Contribute to an environment that is fun, encouraging, and developmentally appropriate. Reinforce the values of teamwork, effort, and improvement.
- **Demonstrate Respect for All Participants** — Treat players, coaches, officials, volunteers, and spectators with dignity and respect, regardless of race, sex, creed, ability, or background.
- **Refrain from Harassment or Abuse** — Parents will not berate, intimidate, or verbally abuse officials, coaches, players, or other spectators.
- **Support Coaching Leadership** — Parents will not undermine, contradict, or interfere with the instructions, decisions, or authority of the coaching staff during practices or competitions.
- **Use Appropriate Language** — Profanity, derogatory remarks, or hostile communication will not be tolerated at any WBA event.
- **Communicate Concerns Professionally** — Any questions, concerns, or disputes will be addressed through the established communication channels in a calm, respectful, and constructive manner.