

Guidelines for Behavior at Canada Basketball Events

ALL participants in a Canada Basketball program or event are expected to conduct themselves in a manner consistent with the values of fairness, integrity, open communication and mutual respect. More specifically, participants in Canada Basketball programs or events will:

- Comply with the by-laws and policies of Canada Basketball. Copies of the by-laws and/or policies are available from your Provincial/Territorial Basketball Association, on the Canada Basketball website www.basketball.ca or by contacting the Canada Basketball office;
- Comply with specific rules governing Canada Basketball programs or events including rules with regard to curfews, clothing, attendance at designated activities, and restrictions on access to designated areas, venues and facilities;
- Be respectful and courteous towards officials, opponents, spectators, sponsors, Canada Basketball personnel, team-mates, coaching staff, support staff, peers and volunteers;
- Avoid any unreasonable conduct which brings Canada Basketball, its' sponsors or the sport of basketball into disrepute;

Failure to meet these guidelines may result in sanctions being imposed on the participant. These sanctions may range from suspensions from all or part of the event to suspensions that may be imposed for a longer term.

Sanctions for the duration of the Canada Basketball program or event may be imposed by any official of Canada Basketball having a position of authority in relation to that event. In extreme cases, the sanction may include the participant being sent home from the event at thr own expense. Before imposing sanctions, the official will advise the participant of the nature of the misconduct and allow the participant to provide information concerning the misconduct or the incident in question.

Following the event, additional sanctions may be imposed in accordance with Canada Basketball's Discipline Policy or the discipline policy of the participant's provincial or territorial association.