

JudoScotland Talent Development Code of Ethics & Behaviours

All members of the JudoScotland Talent Development Performance Programme must agree to abide by our collectively agreed code of ethics & behaviors.

- Attending squad training, tournaments, and meetings punctually, as well as ensuring you are equipped with appropriate and acceptable attire to participate fully.
- Exercise self-control, responsible behavior, courtesy, and good manners. Be considerate to others and their property. Report breakages / damages caused at events.
- Always set a positive example (particularly to young players and supporters); this includes physical appearance, language and demeanor in public, training & competition.
- Experienced athletes to look after and help guide less experienced athletes.
- Keep Talent Development Personnel fully informed of your whereabouts at events where you are under the jurisdiction of JudoScotland.
- While representing JudoScotland Talent Development Programme, players will not be allowed to drink alcohol at any time.
- Neither possess or use prohibited drugs, and resist any temptation to take banned substances.
- A curfew will be in place for players representing JudoScotland at competitions and training camps. Curfews will be set for safety reasons and to ensure the best possible preparation for competition and / or training. The curfew time will be determined by the member of staff responsible and communicated to players at the beginning of the event.
- All members of the Talent Development Programme are encouraged to check privacy settings on social networking sites to prevent any personal information or photographs being available for all to see and to guard against any negative publicity or consequences towards an individual / JudoScotland now or in the future.

Where a serious breach of conduct is judged to have occurred during an event, squad members found in breach will be removed from the event at the earliest opportunity.

Where breaches are viewed retrospectively, athletes will be deselected from the next relevant squad event.