

COACHES' CODE OF ETHICS

- Remember that they represent Skate Canada
- Ensure a safe, positive, and healthy environment by selecting activities and establishing controls that are suitable for the age, experience, ability, and fitness level of athletes.
- Make decisions in the best interest of the skater/athlete.
- Proactively address potentially harmful behavior or an unsafe environment
- Under no circumstances provide, promote, or condone the use of legal/illegal drugs or performance-enhancing substances.
- Respect the coach/athlete relationship and not solicit the athlete/s of another coach
- Exhibit important character traits of honesty, integrity, fairness, inclusiveness, reliability/dependability, and cooperation when dealing with all participants in the sport to bring credit to the profession
- Act in accordance with Skate Canada's policies and procedures this Code, as well as the Privacy Code, Anti-Doping Policy, and National Safe Sport Program and policies and procedures/protocols thereunder
- Maintain a registered and "In good standing" status while actively coaching in Skate Canada clubs and skating schools.
- Accurately represent the NCCP status, professional credentials, education, and experience on a resume
- Adhere to the NCCP certification deadlines for CanSkate, Regional, and CanPowerSkate contexts
- Continually seek opportunities for further coach and professional development
- Support and promote Skate Canada, its programs, and the sport of skating
- Dress in a neat, clean, and professional manner
- Respect the position of other coaches, officials, and volunteers
- Ensure all business is conducted and acquired in a professional manner
- Be familiar with and conduct oneself in accordance with ISU, Skate Canada, Section and club/school rules, policies, regulations, and programs.
- Responsible for filing all business income to Canada Revenue Agency, annually.

I, the undersigned, am aware of the contents of this Handbook and agree to uphold them

Signature _____

Date _____

Witness _____