



F.W. COX FALCON FOOTBALL
2017 PLAYER / PARENT CONTRACT

2017 COX FALCON FOOTBALL TEAM RULES:

- 1. THE COX HIGH SCHOOL CODE OF CONDUCT APPLIES AT ALL TIMES & ATHLETES MUST ADHERE TO BUILDING POLICIES & REGULATIONS.**
- 2. PLAYERS MUST MAINTAIN SUFFICIENT ACADEMIC (G.P.A. ABOVE 2.0) AND DISCIPLINARY STANDING AT ALL TIMES.**
- 3. INFRACTIONS INVOLVING ALCOHOL, DRUGS, OR CRIMINAL BEHAVIOR OF ANY KIND ARE GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 4. DISRESPECT OR DEFIANCE OF AUTHORITY TOWARD ANY COACH, FACULTY MEMBER, OR ADMINISTRATOR IS GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 5. LYING TO A COACH OR STEALING FROM OR FIGHTING WITH A TEAMMATE IS GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 6. POSTING TEAM MATTERS OR ANYTHING DEROGATORY RELATED TO COX FOOTBALL ON ANY SOCIAL MEDIA NETWORK IS FORBIDDEN AND IS GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 7. PLAYERS WHO DO NOT FOLLOW PROPER INJURY PROTOCOL INCLUDING BEING PRESENT AT PRACTICE AND IN UNIFORM MAKING EVERY ATTEMPT POSSIBLE TO RESUME PLAY WILL BE PENALIZED GAME TIME.**
- 8. MISS A PRACTICE (20 MIN. LATE +) SUBJECT TO SIT OUT HALF A GAME.**
- 9. MISS A 2ND PRACTICE, SUBJECT TO SIT OUT AN ENTIRE GAME.**
- 10. MISS A 3RD PRACTICE, SUBJECT TO DISMISSAL FROM THE TEAM.**
- 11. LATE FOR PRACTICE (1-20 MIN.) SUBJECT TO SIT OUT A QUARTER OF A GAME.**
- 12. LATE FOR A 2ND PRACTICE, SUBJECT TO SIT OUT HALF OF NEXT GAME.**
- 13. LATE FOR A 3RD PRACTICE, SUBJECT TO SIT OUT AN ENTIRE GAME AND / OR DISMISSAL FROM THE TEAM.**
- 14. PLAYERS OUT OF UNIFORM FOR ANY TEAM FUNCTIONS INCLUDING PRACTICE, WEIGHTLIFTING, OR GAMES WILL BE PENALIZED PLAYING TIME AT THE DISCRETION OF THE COACHING STAFF.**
- 15. MATTERS CONCERNING PLAYING TIME SHOULD BE BROUGHT TO THE ATTENTION OF THE HEAD COACH **BY THE PLAYER**. PARENTS WHO REFUSE TO FOLLOW THIS PROTOCOL ARE JEOPARDIZING THE ATHLETE'S STATUS, POTENTIALLY RESULTING IN THEIR DISMISSAL FROM THE TEAM.**

***BY SIGNING BELOW I ACKNOWLEDGE THAT I AM AWARE OF THE TEAM RULES AND THAT I HAVE BEEN INFORMED OF WHAT IS EXPECTED OF ME AS A F.W. COX FOOTBALL PLAYER / PARENT.**

PLAYER PRINT NAME / DATE

PARENT PRINT NAME / DATE

PLAYER SIGN NAME

PARENT SIGN NAME