



F.W. COX FALCON FOOTBALL
PLAYER / PARENT CONTRACT

2011 COX FALCON FOOTBALL TEAM RULES:

- 1. DO THINGS RIGHT (AT HOME, IN SCHOOL, @ PRACTICE, IN THE COMMUNITY). WINNING IS A BY-PRODUCT OF DOING THINGS RIGHT.**
- 2. MAKE GOOD DECISIONS. THE COX HIGH SCHOOL CODE OF CONDUCT (FOUND IN THE STUDENT AGENDA) APPLIES AT ALL TIMES.**
- 3. EACH PLAYER MUST MAINTAIN SUFFICIENT ACADEMIC AND DISCIPLINARY STANDING AT ALL TIMES.**
- 4. INFRACTIONS INVOLVING ALCOHOL OR DRUGS ARE GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 5. DISRESPECT OR DEFIANCE OF AUTHORITY TOWARD ANY COACH, FACULTY MEMBER, OR ADMINISTRATOR IS GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 6. LYING TO A COACH OR STEALING FROM A TEAMMATE IS GROUNDS FOR DISMISSAL FROM THE TEAM.**
- 7. MATTERS CONCERNING PLAYING TIME SHOULD BE BROUGHT TO THE ATTENTION OF THE HEAD COACH BY THE PLAYER. STRATEGY SHALL REMAIN A CONCERN FOR THE COACHES ONLY.**
- 8. PLAYERS UNABLE TO ACHIEVE OR MAINTAIN MINIMUM PHYSICAL FITNESS STANDARDS MAY BE DISMISSED FROM THE TEAM.**
- 9. MISS A PRACTICE (ANYTHING BEYOND 15 MINUTES LATE); SUBJECT TO SIT OUT HALF OF THE NEXT GAME.**
- 10. MISS A 2ND PRACTICE, SUBJECT TO SIT OUT AN ENTIRE GAME.**
- 11. MISS A 3RD PRACTICE, SUBJECT TO DISMISSAL FROM THE TEAM.**
- 12. LATE FOR PRACTICE (1-15 MIN.) SUBJECT TO SIT OUT A QUARTER OF NEXT GAME.**
- 13. LATE FOR A 2ND PRACTICE, SUBJECT TO SIT OUT HALF OF NEXT GAME.**
- 14. LATE FOR A 3RD PRACTICE, SUBJECT TO SIT OUT AN ENTIRE GAME.**
- 15. LATE FOR A 4TH PRACTICE, SUBJECT TO DISMISSAL FROM TEAM.**
- 16. 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.**

****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. I ALSO ACKNOWLEDGE THAT I KNOW HOW TO ACCESS THE FOOTBALL WEBSITE IN CASE I HAVE ANY FURTHER QUESTIONS REGARDING RULES, PRACTICE DATES OR TIMES, OR ANYTHING ELSE FOOTBALL RELATED.***

PLAYER PRINT NAME / DATE

PARENT PRINT NAME / DATE

PLAYER SIGN NAME

PARENT SIGN NAME