



TEAM HANDBOOK

2026



WELCOME TO JUNIOR MAJOR LEAGUE PICKLEBALL

Junior Major League Pickleball (Jr. MLP) brings the thrill of team-style pickleball to youth athletes nationwide. Designed for competitive junior players, Jr. MLP gives athletes the chance to team up, compete for the title of best in the league, and experience the fast-paced energy of MLP. It's a high-level, yet fun environment where juniors can grow their game, build teamwork, and develop the skills that make champions—both on and off the court!

Our mission is to inspire and develop youth athletes by teaching the fundamentals of pickleball, instilling teamwork, encouraging sportsmanship, and fostering a love for the game. Through skill development and community engagement, we aim to advance youth pickleball by creating lasting opportunities both on and off the court.



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SCHEDULE

June 12 & 13 - Austin, TX
Austin Pickle Ranch

June 26 & 27 - New York, NY
Sportime Randall's Island

July 17 & 18 - Newport Beach, CA
Tennis & Pickleball Club at NB

August 7 & 8 - Dallas, TX
Pickler Universe

August 14 & 15 - San Diego, CA
Barnes Tennis Center



FORMAT

LEVELS

Jr. MLP's **XX** teams will be split into two levels - DUPR 18 and DUPR 16, with teams competing against each other in their respective levels.

PLAYER PLACEMENT

Players will be placed on either a DUPR 18 or DUPR 16 level team according to their DUPR rating at the time of team placement. Players will compete with their team for the duration of the 2026 season.

REGULAR SEASON

The 2026 Jr. MLP regular season will feature scheduled matches for the DUPR 18 and DUPR 16 levels, with schedules being released before the season begins. All teams will participate in five (5) events during the 2026 season:

- Four (4) regular season events, with each team playing 16 regular season matches
- Playoffs will conclude the season as the fifth event

SEASON STANDINGS POINTS

A total of three standings points will be earned in every regular season match. The cumulative season-long standings will be calculated at both levels.

- Standings points are earned in every match as follows:
 - 3 Points: Regulation win (i.e.: 3-1 or 4-0 win; no DreamBreaker™ needed)
 - 2 Points: DreamBreaker™ win (i.e.: 3-2 win)
 - 1 Point: DreamBreaker™ loss (i.e.: 2-3 loss)
 - 0 Points: Regulation loss (i.e.: 1-3 or 0-4 loss; no DreamBreaker™ needed)

DUPR 18 PLAYOFFS

All DUPR 18 teams will qualify for playoffs and will be seeded in a double elimination bracket based on their regular season standings points earned. There will be no come around, and once a team loses the highest they can earn will be Bronze. If there is a tie between two (2) or more teams with the same number of season standings points, the tiebreaker will be Matches Won %, followed by Games Won % from regular season matches. The higher seeded team for each playoff match will be designated as the Home team.

DUPR 16 PLAYOFFS

All DUPR 16 teams will qualify for playoffs and will be seeded in a double elimination bracket based on their regular season standings points earned. There will be no come around, and once a team loses the highest they can earn will be Bronze. If there is a tie between two (2) or more teams with the same number of season standing points, the tiebreaker will be Matches Won %, followed by Games Won % from regular season matches. The higher seeded team for each playoff match will be designated as the Home team.

MATCH SCORING

Jr. MLP will use a side out scoring system for the doubles format (gender & mixed). Games will be played to 11 points, with a winning margin of at least two points. The DreamBreaker™ will use a rally scoring format and play to 21 points (win by 2), with players switching out every four (4) rally rotations, or points awarded.

COMPETITION

TEAM COACH

All teams must designate a team coach to communicate with Jr. MLP officials and opponents during matches. Team coach duties include, but are not limited to: submitting match lineups, communicating with Jr. MLP officials during a match, participating and making selections during the coin toss, communicating time-outs and challenges to the referee, etc. If a team coach is unable to fulfill his/her duties, the team must designate a substitute coach or player captain.

WARM UP

Teams are expected to report to their designated match court at least 10 minutes before their scheduled match time, already warmed up and ready to play. Match times listed on the schedule are when the match will begin play. If all players on a team are not on court within at least five (5) minutes of their scheduled start time, they will forfeit their coin toss selections.

If an event is using "Followed By" for scheduling, it will be the team's responsibility to keep track of when the preceding match finishes. Once a match finishes, the next match will begin 10 minutes later. If a team's players have not shown up to court after five (5) minutes after the completion of the previous match on that court, they will forfeit their coin toss selections. If a team has already made their coin toss selections, but still creates a delay in the start time of the first game, the offending team will lose their timeout in that game.

STARTING LINEUPS

All teams must submit their match lineups online the day before each game day (for example, teams must submit their lineups on Thursday for a Friday match; repeat the process on Friday for Saturday matches).

A. Away Team

Teams designated as the "Away" team for a match will be responsible for submitting their player lineup for each match as well as each game lineup for women's, men's, mixed 1, mixed 2 and the DreamBreaker™ by 8 pm local time the night before scheduled matches.

B. Home Team

Teams designated as the "Home" team for a match will be responsible for submitting their player lineup for each match as well as each game lineup for women's, men's, mixed 1, mixed 2 and the DreamBreaker™ by 10 pm local time the night before scheduled matches. "Home" teams will be able to see the opponent's lineups and respond to the gender, mixed and DreamBreaker lineups.

LINEUP SUBMISSIONS

- Submit match lineups through the [Team League link](#) using your [pickleball.com](#) login.
- [How to Select Lineup](#) video (updated 7/1/25).
- Make sure you select Team Dashboard to enter the Admin side. Select your DUPR 18 or DUPR 16 Level in the drop down menu, then select Schedule and find the match you'd like to submit lineups for. Click on Save Lineup for each game and then Select Tiebreaker Lineup to enter the DreamBreaker™ lineup. Submit lineups for ALL games in each match, including the DreamBreaker™.
- Match lineup submissions for the AWAY team are due by 8pm (local tournament time) the night before a match unless another deadline is communicated for a specific event. HOME team lineups are due by 10pm. The first team listed for a match is the Away team and the second team listed is the Home team (on the Match Grid). Teams who submit after these deadlines will be subject to disciplinary actions.

COIN TOSS

At the start of each match, a coin toss (or similar random selection) will be conducted. The winner will elect to choose one of the following options:

A. Serve or Receive

The team selecting to serve or receive will maintain that selection for each game throughout the match.

B. End

Teams will choose one end of the court to begin the match on. Teams will stay on the end they finish game one (1) on and begin the next game on that end. Example: If Team A selects the right end of the court to start game one (1), they

will begin game one (1) on the right end but begin game two (2) on the left end of the court. Team A will then begin on the right end for game three (3) and the DreamBreaker™ (if one is played during the match).

MATCHES

Each match will consist of four (4) games to 11 (win by 2) with side-out scoring. The four (4) games will be played in this order: Women's doubles (first), men's doubles (second), and two (2) mixed doubles (third and fourth). A DreamBreaker™ will be played to determine the winner of the match if teams are tied at 2-2 after the women's doubles, men's doubles and mixed doubles games.

If playing on a court with team benches, teams will not switch benches during a match. The team that wins the End selection during the coin toss will have their choice of bench as well as which end of the court they'd like to begin the match on.

During the regular season, teams will play all four (4) games even if the score is 3-0 after the first mixed doubles game. Playoff matches will be played until a team wins three (3) games.

DOUBLES & MIXED DOUBLES GAMES

Each doubles and mixed doubles game will be played with side-out scoring to 11 points (win by 2). Players will change ends when one team reaches a score of six (6).

A. Scoring

Side-out scoring to eleven (11) with a winning margin of at least two (2) points. Teams switch ends when one team reaches a score of six (6).

DREAMBREAKER™ (SINGLES TIEBREAKER)

A DreamBreaker™ is a game to 21 (win by 2) with rally scoring and a team must win while serving. Each team must rotate its four (4) players for four (4) singles rallies in a set order. Players serve from the left or right side of the court based on their score. A player will serve on the right side when their team score is even, and serve on the left side when the team score is odd.

Four (4) players will play in four (4) rally rotations, or points awarded, until the DreamBreaker™ is concluded (player 1 plays four (4) rallies or points, then player 2 plays four (4) rallies, then player 3 plays four (4) rallies, then player 4 plays four (4) rallies, and then the rotation repeats in the same order).

SERVES

Players will be allowed to use the Volley Serve at events. The Drop Serve is currently not permitted. Any serve that touches the net and lands in the appropriate service area will be considered a Let and re-served. The ball release must be visible to the referee and will be re-served if not visible.

The release of the ball must be no higher than the top of the hip bone. The ball can travel upward after release, but only equal to one (1) height of the ball itself. The swing of the paddle must be more "South to North than East to West". A CLEARLY low to high swing of the paddle is required.

A. Service Faults

Service faults are at the referee's discretion and will not be challengeable by teams. If a referee identifies a fault in one of the service criteria listed above, they will stop play and call for a re-serve. Each player will receive one service warning per game. All other service faults will result in a side-out or second serve.

TIME-OUTS

Teams will each receive one (1) time-out per game. Time-outs will be up to one (1) minute total. In officiated matches, the team coach may request a time-out, but players on court must confirm they want to use it before the referee will proceed with the time-out.

A. Medical Time-Out

A player can request a medical time-out from the Lead Referee or roaming referee, but medical personnel must validate the request. The Lead Referee is not responsible for validating a medical time-out request. If medical personnel do not validate the request, the player will lose their Medical Time-out in addition to a time-out. If the team does not have a time-out remaining, they will be issued an Orange Card (Technical Foul). Each player will be allowed one Medical Time-out per match.

The Medical Time-out includes evaluation time from medical personnel and on-court treatment, for a maximum of three (3) minutes (timer starts when medical personnel, both medic and trainer if requested, arrive). At the end of the three (3)

minute timer, the player will either resume play or an alternate will take his/her place (no warm up time will be allotted to the player). A maximum Medical Time-out of five (5) minutes will be allowed for a bleeding injury. If a player cannot resume play after this time, an alternate will play. If blood is present on court, additional time may be allowed for cleanup and will not be additional treatment time given to the player.

If a player leaves the court before medical personnel arrive, they will be issued a Technical Foul, and a five (5) minute timer will begin. If a player needs to leave the court with medical personnel for treatment, the Lead Referee will allow up to five (5) minutes for evaluation and off court treatment. If a player has not returned to court after five (5) minutes, an alternate will take his/her place.

LINE CALLING

Players on court must make an OUT call either verbally or with a finger towards the sideline or baseline. All OUT calls must be made prior to the ball being hit by the opponent or before the ball becomes dead. The team coach or team representatives (parents/guardians/family/friends) on the sideline should not call OUT balls during a live rally. Team sidelines that make an OUT call during a live rally are subject to a Blue or Orange Card if heard/witnessed by the official.

IN calls need no verbal call, but can be indicated with a flat hand out towards the court. If one player on court calls a ball IN and their partner calls it OUT, the ball will be declared IN.

BLUE & ORANGE CARDS

Jr. MLP has a penalty card system for both players and team coaches during matches. Referees may give a verbal warning, a Blue Card, or an Orange Card for inappropriate behavior. The referee is empowered to issue any of the warnings or cards at their discretion depending on the severity of the offense. Verbal warnings and cards reset after each game. If a team is issued a Blue or Orange Card between games, the offending team will begin the next game with the card (and associated point penalty, if Orange Card).

A. Blue Card (Technical Warning)

Blue Cards are issued at the time of the offense and recorded on the referee's scoresheet. A Blue Card does not result in a loss of rally or have a point penalty associated with it. However, if a team has already been issued one (1) Blue Card and behaves in a manner that warrants another Blue Card, an Orange Card and point addition to the non-offending team will be issued.

Actions that warrant a Blue Card: objectionable language directed at another person or team; excessively loud profanity; arguing aggressively with a member of the officiating team, other players or spectators in a way that disrupts the flow of play; ball abuse or striking the ball between rallies; taking time between rallies in a way that unnecessarily disrupts the flow of play; and any other minor offense that in the referee's discretion warrant a Blue Card.

B. Orange Card (Technical Foul)

Orange Cards are issued at the time of the offense and recorded as an addition of one (1) point for the non-offending team. An Orange Card does not result in a loss of rally. A referee can issue an Orange Card without having prior issued a Blue Card. There is no limit to the number of Orange Cards a team is issued during a game.

Actions that warrant an Orange Card: aggressively or recklessly throwing a paddle in frustration or anger with negligent disregard of the consequences; smashing or throwing a paddle that damages the court or tournament equipment; a player using extremely objectionable language or profanity; making a threat or challenge of any nature toward or against any person; and any other major offense that in the referee's discretion warrant an Orange Card.

PLAYER CONDUCT & COACHING

Coaching from teammates and the team coach is permitted when the ball is not in play (dead ball), as long as it does not interfere with continuous play or unfairly disrupt the opposing team. Jr. MLP will allow one (1) coach on the sideline or bench (if available). If the court layout limits player/coach space, team coaches will not be permitted on the sideline. Any behavior from the team coach or player parents on the sideline that impact play are subject to distraction fault calls and cannot be challenged. If a match does not have a referee, players may request for their match to be officiated if problems arise.

Team coaches should not step onto the court, except during time-outs or end changes. The court is defined as the area inside the outer dimensions of the baselines and sidelines.

INJURIES & SUBSTITUTIONS

Teams are expected to bring their full team roster, consisting of two males and two females, to each event to compete in scheduled matches. However, injuries occur and the following process will be followed for both DUPR 18 & DUPR 16 level teams:

- If an injury occurs during a Jr. MLP event and a team cannot provide two males and two females for a match, a DUPR 18 team will be allowed to use one of their corresponding DUPR 16 team players to compete.
- If a DUPR 16 team needs an alternate, they will be allowed to use a player from their corresponding DUPR 18 team. A team cannot select any of the DUPR 18 players. Only the DUPR 18 player with the lowest DUPR will be eligible to substitute.
 - Any DUPR 16 team using an alternate from their corresponding DUPR 18 team will be penalized two (2) points during each game the alternate plays.
- If a player is unable to travel to an event, it will be up to the team to coordinate substitution needs with their corresponding DUPR team to fill the player spot for their matches.

MISCELLANEOUS

Players may cross the plane of the net without first hitting the ball, as long as the player does not create a distraction for the opponent. If a player's entire body (including paddle) crosses the plane without hitting the ball, a fault shall be called.

Both USAP and UPA approved paddles will be allowed during competition.



TEAMS

TICKETING

All Jr. MLP players will receive a complimentary Grounds Pass for the week of the event. In addition, registration will come with two complimentary Grounds Passes. One of the complimentary Grounds Pass should be used for a parent or guardian age 18 or older to accompany the Jr. MLP player on the days they play. To claim, a parent or guardian must be present when the player they are accompanying checks in. Additional tickets to view MLP matches can be purchased through TIXR or Ticketmaster.

UNIFORMS

Uniform designs for competition jerseys must be submitted to [Waseem Mansoor](#) for approval by 03/31/2026. Teams will be required to provide all players with at least two (2) jerseys (one light and one dark color) for competition. It is highly recommended all players also have practice attire to warm up in. Players will wear a light or dark jersey based on their Home/Away designation for each match.

Jerseys should have the player's last name on the back, and team logos along with any sponsor logos placed as shown in the mockup. Team sponsor logos and team logos are interchangeable, with either logo holding the dominant position. Logo measurements can be adjusted 25-30% smaller, as needed for proper fit.

The use of reflective, shiny or sparkly materials on any part of the competition jersey is **prohibited**, along with the use of yellow, lime green or similar colors that would hinder ball visibility.

Jr. MLP TEAM UNIFORM GUIDELINES



Jr. MLP

Jr. MLP SLEEVELESS TEAM UNIFORM GUIDELINES



Jr. MLP



PLAYERS & PARENTS

CODE OF CONDUCT

This Code of Conduct (the "Code") outlines the manner of behavior that all participants, parents, guardians, and spectators should follow when playing in and/or attending any Jr. MLP Event. It is intended to create and encourage a positive, respectful, and well-mannered environment that facilitates everyone's enjoyment of a competitive pickleball match.

GENERAL CONDUCT

- Exhibit good sportsmanship at all times - be polite and respectful of players, staff, referees, and spectators.
- Follow the rules and regulations of the Jr. MLP Team Handbook.
- Demonstrate honesty and integrity in all actions.
- Be punctual and on time for matches. Be ready to play when scheduled.
- Accept the decisions of officials with grace and respect.
- Use appropriate language and avoid profanity, insults, offensive or vulgar language.
- Avoid displays or outbursts of temper, frustration, or anger during a match (such as deliberately throwing or smashing a Player's paddle or other equipment, or aggressively hitting a ball into the crowd or out of play).
- Dress appropriately for the sport and adhere to any and all dress code requirements stated in the Jr. MLP Team Handbook.
- Respect the facilities and equipment provided for the tour - do not engage in acts of vandalism or other actions intended to cause destruction, impairment, or damage to property.
- Be courteous whenever you win or lose. Maintain the spirit of good sportsmanship by treating others the way you would like to be treated.

ON-COURT CONDUCT

- Play fairly and within the spirit of the game. Play each match at a prompt, steady pace without stalling or delay.
- Do not engage in acts intended to distract (such as talking, stamping feet, waiving arms) or intimidate the opponent.
- Call lines promptly, honestly and accurately. Any ball that cannot be called out shall be considered in.
- Avoid discussing line calls with parents and spectators - they are not involved in the match.
- Tap paddles or shake hands with opponents before and after each match.
- Refrain from arguing with opponents, officials, parents, and spectators during a match.
- Take responsibility for personal belongings and equipment (such as water bottles, hats, towels, bags / backpacks) by keeping them from obstructing or interfering with the court and the playing area.
- Refrain from screeching, shouting, or any form of taunting during play.
- Disputes between players should be resolved calmly and fairly by the players - disputes that cannot be resolved by the players should then be brought to the attention of the match officials for resolution assistance.

PARENT/GUARDIAN CONDUCT

The MLP acknowledges that parents and guardians have a significant role to play in their player's enjoyment of pickleball and would like you to follow these important guidelines.

- Encourage your player to demonstrate good sportsmanship by competing with honesty, respect, and positivity during each match.
- Discourage cheating, boasting, and any form of taunting, intimidation, or bullying.
- Encourage your player to be the best version of themselves by empowering confidence and self-satisfaction.
- Avoid arguing with the referees and tournament officials.
- Cheer and show support for your player by being the best spectator on the court.
- Do not become involved in the match by taunting the opponent, the opponent's parents, coaches, or event officials, shouting line calls, or otherwise engaging in behavior that interrupts play.
- Follow all coaching guidelines stated in the Jr. MLP Team Handbook.
- Praise outstanding effort, work ethic, and sportsmanship from all participants.
- Prioritize the mental and physical well-being of your player over the personal desire to win.
- Serve as a role model to your player by being respectful of others and applauding for all participants.
- Treat others the way you would like to be treated.

VIOLATIONS OF THE CODE

Any participant who witnesses a violation of this Code of Conduct should report it to a tour official as soon as possible. All reports will be handled confidentially and investigated thoroughly.

There is a zero-tolerance policy for physical or verbal abuse.

VIOLATIONS OF THIS CODE OF CONDUCT MAY RESULT IN DISCIPLINARY ACTION, AS MAY BE DETERMINED BY THE EVENT OFFICIALS

ACKNOWLEDGEMENT

All participants are required to read and acknowledge this Code of Conduct before participating in any Jr. MLP events.

MINOR ATHLETE ABUSE PREVENTION POLICY

MINORITY WAIVER FORM

**Teams to adopt a written Minor Athlete Abuse Prevention Policy ("MAAPP") that meets or exceeds the standards set by MLP. Please see a sample policy below.*

Minor Athlete Abuse Prevention Policy (MAAPP)
Effective Date: 12/15/2025

PURPOSE

The purpose of this policy is to outline the steps [Team] is taking to ensure a sport community where all participants, including minors, can work and learn together in an atmosphere free of emotional, physical, and sexual misconduct. [Team] is committed to creating a welcoming and nurturing environment and has zero tolerance for anyone whose actions may jeopardize the safety, health or innocence of its Minor Athlete participants.

DEFINITIONS

Abuse: Because it takes many forms, abuse can be broken down into the following subtypes, all of which are prohibited within the scope of this policy:

- Physical abuse: Injury inflicted on a minor;
- Sexual abuse: Contact or activity of a sexual nature between an adult and a minor;
- Emotional abuse: Mental or emotional injury inflicted on a minor by the actions of an adult;
- Neglect: Failure to provide adequate care for a minor; or
- Economic abuse: Deliberate misuse of the money or belongings of a minor.

Minor Athlete: A Minor Athlete is an amateur athlete under 18 years of age who participates in a tournament, event, program, or other activity that is part of, or partially or fully under the jurisdiction of [Team].

Adult Participant: An Adult Participant is any adult (18 years of age or older) who is:

- A Coach, General Manager, Athlete (18 years of age or older), Referee, or Medical Staff Member of [Team];
- An employee or board member of [Team]; or
- Authorized, approved, or appointed by [Team] to have regular contact with or authority over Minor Athletes.

POLICY GUIDELINES

Personnel Screenings

Safeguards in the hiring process will be used to eliminate from consideration any candidates who display characteristics that could classify them at a high risk for violating this policy. The required screenings and background information will depend on the positions and its level of involvement with Minor Athletes.

For those who regularly work with or around Minor Athletes:

Candidates for positions that involve *regular* interaction with Minor Athletes will be screened and selected using the following:

- Standard [Team] employment application that includes signed authorization to perform necessary background checks;
- Criminal background checks in any and all states where the candidate has lived in the past seven years;
- Sexual offender registry checks in any and all states where the candidate has lived for the last seven years;
- Driving records and any applicable certification if the position requires the transportation of Minor Athletes;
- Multi-step interview process for each candidate; and
- If hired, criminal and sexual offender registry checks will be conducted every five years for those who regularly work with Minor Athletes.

For those who occasionally work with Minor Athletes:

Candidates for positions that involve *occasional* contact with Minor Athletes will be screened and selected using the following:

- [Team] employment application that includes signed authorization to perform necessary background checks;
- Criminal background checks in any and all states where the candidate has lived in the past seven years;
- In-person interview of the candidate; and
- Driving records and any applicable certification if the position requires the transportation of Minor Athletes.

All information collected about a candidate will be reviewed and used to determine if they are appropriate for the respective position. If hired, all information collected during the hiring process will be included in the employee's permanent file, which will be maintained over the course of their employment with [Team].

Personnel screenings are required regardless of current employment status with [Team]. [Team] employees seeking to transfer into a position that involves working with minors must undergo the same review process as new hires.

Structural Guidelines for Programs

All [Team] programs are designed to encourage safe interaction between Adult Participants and Minor Athletes. The following guidelines are meant to keep established safeguards effective:

- Programs for Minor Athletes must have an established adult to child ratio;
- **Direct one on one communication through social media platforms or text is prohibited with any Minor Athlete. A parent or guardian must be copied in on any text or messages through social media;**
- Adult Participants are restricted from being alone with a Minor Athlete where they cannot be easily observed by others;
- Adult Participants are not allowed to implement new activities or programs for Minor Athletes without [Team] consent. Request for new activities or programs should be submitted in writing to management;
- Written permission must be obtained from a parent or guardian before any Adult Participant transports a child or youth in the name of [Team]; and
- Children under the age of six placed in the care of [Team] will only be released to a parent, legal guardian or a person designated by a parent or legal guardian.

General Conduct

In an effort to provide a safe and healthy environment for both mind and body, the following guidelines are meant to guide [Team] Adult Participants during their interactions with Minor Athletes. These guidelines do not and cannot outline every situation that may be encountered, requiring Adult Participants to act with a certain degree of personal discretion. Because a certain action is not prohibited in this section does not mean it is acceptable behavior. [Team] reserves the right to take disciplinary action against Adult Participants whose actions are found to be inappropriate regardless of whether they appear in this section:

- Adult Participants will treat all Minor Athletes with respect and consideration. Treatment must be fair and equal, and must not be based on sex, race, religion, sexual orientation or economic or social status. All effort must be made to avoid favoritism, or the appearance of favoritism.
- While representing [Team], Adult Participants must not possess, distribute, use or allow others to use any alcohol or drugs.
- Adult Participants must not use harsh or inappropriate language, degrading punishment or any type of restraining device in the name of behavior management.
- Adult Participants must not participate in or allow others to engage in any form of hazing.
- Adult Participants must not have sexual contact with Minor Athletes.
- Adult Participants must not dress, undress, shower or bathe with or in the presence of Minor Athletes.
- Adult Participants must not use physical punishment in any form. The only time physical force is allowed to be used against a Minor Athlete is when their actions are placing others at an immediate risk for serious harm.
- Adult Participants are prohibited from sharing sleeping locations with Minor Athletes. This includes beds, tents, hotel rooms and other similar areas. Adult Participants can sleep in open areas with Minor Athletes as long as the area is large enough for the Adult Participant to have their own defined sleeping areas and other Adult Participants are also present.
- Adult Participants must not discuss their own sexual history, preferences or fantasies nor their use of illicit or pornographic materials while in the company of Minor Athletes.

- Adult Participants are not allowed to possess any sexually oriented materials (books, magazines, videos, clothing) when conducting business in the name of [Team].
- When one-on-one discussion or counseling is warranted, Adult Participants interaction with a Minor Athlete will take place in an area that allows for private conversation while remaining in the view of others.

If, for any reason, an Adult Participant feels there is a need to make an exception to these guidelines, they must submit to their supervisor a written description of the incident and why their actions were necessary. Their report will be reviewed for wrongdoing. A copy of the original report along with any additional findings made by the reviewer will be included in the Adult Participant's permanent file.

TRAINING AND EDUCATION

Adult Participants are required to complete Anti-Harassment training prior to working with Minor Athletes, and must refresh their training every two years. Adult Participants are also required to review and acknowledge this policy prior to working with Minor Athletes, and annually thereafter.

VIOLATIONS

Violations of the [Team] Minor Athlete Abuse Prevention Policy (MAAPP) must be reported immediately, to either a [Team] Executive or Human Resources. [Reports can be sent to [NAME] by emailing [EMAIL]].

Adult Participant Acknowledgement

If you have any uncertainty or questions regarding the content of this policy, you are required to consult your supervisor or a member of management at [Team]. This should be done prior to signing and agreeing to the [Team] Minor Athlete Abuse Prevention Policy (MAAPP).

I have read and understand the [Team] Minor Athlete Abuse Prevention Policy (MAAPP) and agree to abide by its terms and conditions throughout the course of my involvement with [Team]. I understand that my failure to follow the terms of this policy could result in disciplinary action up to and including termination or legal action.

Adult Participant signature

Date