

Watertown High School Department of Athletics

The Case for Sportsmanship

“The ideals of good sportsmanship, Ethical behavior and integrity should permeate all interscholastic athletics in our community. In perception and practice, good sportsmanship shall be defined as those qualities of behavior which are characterized by generosity and genuine concern for others. Our athletic fields should be the laboratory to produce good citizens reflecting ”fair play” in every area of life.”

Expectations of Parents, Guests & Other fans

- Game attendance is a privilege not a license to verbally assault others or to be obnoxious.
- Respect the entire playing of the National Anthem.
- Respect decisions made by contest officials.
- Be an exemplary role model by positively supporting teams in every manner possible, including content of cheers and signs.
- Become aware of the purpose of the league and rules to keep winning in its proper place.
- Respect fans, coaches and participants.
- Be a fan...not a fanatic!
- Recognize outstanding performances on either side of the playing field.

Suggested Positive Behavioral Guides

- Applaud during introduction of players, coaches and officials.
- Accept all decisions by officials.
- Handshakes between participants and coaches at end of contest, regardless of outcome.
- Treat competition as a game, not a war.
- Search out opposing participants to recognize them for outstanding performances or coaching.
- Applaud at end of contest for performances of all participants.
- Demonstrate concern for injured player, regardless of team.
- Encourage supporting people to display only sportsmanlike conduct.

Unacceptable Behavior

- Yelling or negative chanting or gestures toward opponent.
- Booing or heckling an official’s decision.
- Criticizing officials in any way; displays of temper with an official’s call.
- Taunting or, trash talk.
- Refusing to shake hands or to give recognition for good performances.
- Blaming loss of game on officials, coaches or participants.
- Laughing or name calling to distract an opponent.
- Using profanity or displays of anger that draw attention from the game.

