

MPB CHECK LIST 3. IDENTIFICATION AND EDUCATION.

In addition to making all of the members of your club aware of the WVCA Member Protection By-Law it is important to educate your members about correct behaviour. In Checklist 1 you were encouraged to display the Codes of Conduct at your club and to discuss and implement other ways of notifying members of the Codes of Conduct. Remember that your membership may change from season to season so don't forget to note ways of increasing awareness to new members. You may choose to increase member awareness during the following times, pre season, during the season, post season or in the off season. Space has been provided below for you to revisit the ways you have made your members aware of the MPB and in particular the Codes of Conduct in the MPB.

Ways of making our members aware of the MPB and Codes of Conduct;

In Checklist 1 your committee members were made aware of the MPB and the Codes of Conduct the next step is to educate this group about Member Protection.

The Australian Sports Commission has created a website called 'Play By The Rules' which provides information about Member Protection and is generic to all sports, it also provides online training courses. It is free to register and the online training courses can be completed by coaches, players, participants, volunteers, umpires, administrators and managers (the courses take a MAXIMUM of 2 hours to complete). Each person who completes the course is given an online certificate. Go to <http://www.playbytherules.net.au>

- Identify key people on your committee to complete the online training on the Play by the Rules website. E.g. Club President, Secretary and WVCA Delegate. List their names below and give them a tick when they present the online certificate for the 'Administrators and Managers' course, to the clubs committee.

NAME	POSITION	TRAINING COMPLETED
1.		
2.		
3.		
4.		
5.		

(Remember to educate incoming committee members each year that may replace those listed above)

- Check list 3 completed