



Southwick Rangers

Football Club

Southwick Rangers YFC Anti-Bullying Policy – March 2009

Bullying is not always easy to define, can take many forms and is usually repeated over a period of time. The three main types are: physical (e.g. hitting, kicking, theft), verbal (e.g. racist or homophobic remarks, threats, name calling) and emotional (e.g. isolating an individual from activities). They all will include:

- Deliberate hostility and aggression towards a victim
- A victim who may be weaker and less powerful than the bully or bullies
- An outcome which is always painful and distressing for the victim

Bullying behaviour may also include:

- Other forms of violence
- Sarcasm, spreading rumours, persistent teasing
- Tormenting, ridiculing, humiliation
- Racial taunts, graffiti, gestures
- Unwanted physical contact or abusive or offensive comments of a sexual nature

Emotional and verbal bullying is more common in football than physical violence; it can also be difficult to cope with or prove.

Southwick Rangers YFC will not tolerate bullying and commits to:

- Taking the problem seriously
- Promoting its anti-bullying policy to all individuals within the Club
- Investigating reported incidents
- Talking to bullies and victims, separately

The Southwick Rangers representative involved in a bullying dispute will decide on appropriate actions such as:

- Obtaining an apology from bully/ies to victim
- Inform parents of the bully/ies
- Insisting on the return or compensation of items 'borrowed' or stolen
- Encourage/support bully/ies to change his/her behaviour
- Impose sanctions against bully/ies e.g. bullies will be excluded
- Hold a follow up meeting with the victims family to report progress

The Southwick Rangers representative must:

- Inform the Child Protection Officer or acting Committee member of the Club
- Keep a written record of incidents and the actions taken

The Southwick Rangers Committee undertakes to:

- Hold club discussions about bullying
- Provide support for the coaches of victims