



# Académie de Football Nord

## **RULES & GENERAL CONDITIONS**

### ***The Administration***

Any written correspondence must be sent by electronic way to: [info@afnmauriti.us.com](mailto:info@afnmauriti.us.com)

For any information relative to the Academy, please contact 5757 94 25

### ***Registration***

A player is registered after having satisfied following conditions:

1. Contact the Academy by email [info@afnmauriti.us.com](mailto:info@afnmauriti.us.com) or by telephone to 5757 94 25 or 5774 12 14 to make sure of available places and ask for registration form,
2. Send back the registration form,
3. Send a medical certificate authorizing the practice of the soccer (important for the insurance),
4. Payment of the amount of the annual fee.

### ***Managment***

Joe Tshupula is the person in charge of the sports program , manages his trainers' team - assistants, composes the groups. He leads and supervises the trainings. By his experience, the manager also supervises the trainer's assistants.

### ***The Trainer - Assistant***

The assistant trainer participates in the smooth running of the sessions of training. He does a continuous training course of trainer within the AFN, he has adequate diplomas and/or practises soccer at a good level.

### ***The player***

The player affiliated to the Academy makes a commitment by its membership:

- \* To show respect towards the trainers, towards the other members of the academy, the public (parents, friends, supporters, etc.), members of opposite teams as well as towards the referee;
- \* To respect the material and the installations of the Academy and those visited clubs;
- \* To be present in a regular way and at the hour in the trainings;
- \* To inform of any absence or delay (in 5774 12 14 or 5757 94 25 only);
- \* To answer favourably to the invitations(match, events);

The manager can exclude every player who, by its behaviour, his attitude, his language or his clothing, strikes a blow just like the Academy and/or at the good progress of the activity. In case of repetitive exclusions, the parents will be contacted.

- \* To go on the field in the presence of the trainer.

### ***The Parents***

To reach the sports objectives of the AFN, it's asked to the parents:

- \* To have an exemplary behaviour with players and trainers of the Academy and with the opponents, referees and parents;
- \* To collaborate as far as possible with the trainer in the organization of the car movements of the team of the group of his child;
- \* Participation in the organization of events of the Academy as far as these serve to help financially for the improvement of the training (material, equipments, etc.) or in the distribution of presents (tracksuits, bags, etc.);
- \* To give the authorization to publish the photo of their child in the communication tools of the Academy (web site, Facebook, posters, press);
- \* Not attend the trainings to allow every child to remain concentrate on the current session;
- \* To get back the children at the end of every training.
- \* The AFN as well ECOLE DU NORD cannot be kept responsible for your child from the end of its session of training.

### ***Clothing***

The players of the AFN wear the AFN suit at each training session and match. The wearing of football shoes and shin guard is compulsory.

### ***Infrastructures***

All the players have access to the cloakrooms of the Ecole du Nord situated in the gymnasium.

### ***In the event of an accident***

All players in order of payment are assured during the activities of the AFN. In the event of an accident during the activity, the main trainer must be informed about it within 24 hours. He will send an accident claim to be filled by the doctor and the parent of the player. This declaration will then be sent to the insurance company of the AFN.

### ***In case of theft***

The AFN and the establishments which welcome the activities cannot be held responsible in case of disappearance of personal effects. The players are invited not to take on the place of the activity of valuables such as mobile, jewels, computer games, where necessary, objects can be given to the main trainer.