



Social Media Policy

Bromley Football Club supports The FA's Social Media policy.

The FA's intention and responsibility is to safeguard children and young people involved in football. As with other leading worldbrands The FA uses Facebook, YouTube and Twitter as a way of getting messaging across to the widest audience possible.

Alongside the very beneficial aspects of modern communication technologies we have to recognise that there are also increased risks to children and young people. These risks must be appropriately managed.

Everyone involved in football must recognise that the responsibility to safeguard exists both on and off the field of play.

Bromley Football Club agrees to ensure safeguards are in place. Coaches, officials, referees, mentors and those in a position of responsibility in clubs and leagues must ensure they communicate responsibly.

As recommended by the FA, Bromley Football Club does not use texting as the primary method of communication between adults and child/young people in football.

Bromley Football Club promotes the use of Team App to be set up in the name of the team/league/club and used explicitly by named members, parents and carers solely about football matters e.g. fixtures, cancellations and team selection. At no time should these be used for personal communications, 'banter' or comments.

Bromley Football Club is responsible for ensuring all content hosted on our websites, social network areas and any associated message boards or blogs abide by the Rules and Regulations of The Football Association.

Bromley Football Club has appointed appropriate adults to monitor the content of our websites and social media.

Children and young people are advised by their coaches, parents/carers and CWO to always tell an adult they trust about communications that make them feel uncomfortable or where they've been asked not to tell their parent/carer about the communication.

POLICY REVIEWED: September 2021

By: Sue Whittaker, CWO

NEXT REVIEW DATE: No later than September 2022