

Offham Cricket Club: Use of social media, text, apps, email and messaging service



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Date of Review: 8th March 2022

Introduction

Social media and other online communication, when used properly, is exciting and opens up many opportunities of value to the club. However, for young people, those with learning difficulties and those who are not familiar with the technology can be intimidating and pose risks. We wish to ensure that everyone can use and receive club communication free from intimidation, bullying, inappropriate posts related to race, gender or other protected characteristics or any child protection risk.

Aims

The aims of the online safety policy are:

- To protect all of those associated with the club, particularly children and young people;
- Ensure our club and all members operate in line with our values, as outlined in the club Code of Conduct, and within the law when communicating online;

Managing our online presence

The club's online presence through its website and social media platforms will adhere to the following:

- Social media account, page and events settings will be set to private so that only invited club members can see their content;
- Each social media account will have a designated person who monitors posts and ensure they are consistent with the club's code of conduct. The designated person will remove any inappropriate comment or material, explaining why to the person who has submitted the post and reminding them of the policy;
- Identifying details such as a child's home address, school name or telephone number will not be posted on any social media platform;
- Parents will be asked to give their approval for the club to communicate with their children through social media or other forms of communication
- Parents must give permission for photographs or videos of their children to be posted on social media, whether this relates to a junior or adult match or training, or club social functions;
- All club accounts and email addresses will be appropriate and fit for purpose.

What is expected of club members

Every member should:

- Be aware of this policy and behave in accordance with it;
- Seek advice from the club Welfare Officer if they have any concerns about the use of the Internet or social media platforms;
- Not communicate, 'friend' or 'follow' children or young people from personal accounts on social media, email or instant messaging;
- Make sure all content is accurate and appropriate;
- Emails should be signed off in an appropriate manner, avoiding the use of emoji's or symbols such as kisses ('X's) when communicating with children or young people;
- Any disclosures of abuse reported through social media should be dealt with as a face-to-face disclosure. These should be communicated to the Welfare Officer or direct to Social Care;
- Should respect the private lives of others and not take or distribute pictures of other people via their smartphone or tablet if it could invade their privacy;
- Not engage in 'sexting' or send pictures to anyone that are obscene, indecent or menacing.

Using mobile phones or other digital technology to communicate

When using mobile phones to communicate by voice, video or text (including instant messaging) the following precautions will be taken by all members to protect children and young people:

- Avoid having children or young people's personal mobile numbers stored on their device;
- Seek parental permission on each occasion to contact children or young people and the purpose of communication will be clearly identified and agreed upon;
- Texts will be used for communication of information – such as reminders of upcoming events, which kit to bring – and not to engage in conversation;
- Take the following steps if a young person misinterprets communication:
 - end the conversation or stop replying;
 - suggest discussing the issue further at the next practice or event;
 - contact the Welfare Officer if concerns persist.

The principles of this policy apply no matter which current or future technology is used – including computers, laptops, tablets, web-enabled games consoles and smart TVs – and whether an app, programme or website is used.