CHECKLIST ITEM 2 ENDORSING AUSTRALIAN CRICKET'S Policy for safeguarding children and Young People

Your Affiliated Association or Club may adopt Australian Cricket's Policy for Safeguarding Children and Young People by either:

- passing a resolution adopting the Australian Cricket's Safeguarding Children and Young People Policy at a committee meeting; or
- passing a resolution in accordance with your Affiliated Association or Club's constitution or rules of incorporation.

Example wording for committee/member endorsement:

That the [INSERT ASSOCIATION/CLUB] endorses and adopts Australian Cricket's Policy for Safeguarding Children and Young People, Australian Cricket's 'Looking After Our Kids' Code of Behaviour for Affiliated Associations and Clubs, and Australian Cricket's Commitment to Safeguarding Children and Young People, effective as at [date].

All documents can be found at www.cricketaustralia.com.au/about/safeguarding.

Ongoing endorsement of the Safeguarding Children & Young People Framework

Australian Cricket regularly reviews the Framework to ensure that it meets the needs of our sport, to respond to changes in state or federal legislation and to improve the usability of the resources.

It is recommended that Affiliated Associations, Clubs and Indoor Centres commit to re-endorse the Policy, re-appoint a Child Safety Officer and promote the documents at the start of each committee cycle. The benefits of this are:

- Keeping Children and Young People safe.
- Maintaining good governance by keeping child safeguarding top of mind at the beginning of each season.
- · Re-educating the committee on child safeguarding roles and responsibilities.
- Ensuring the most current versions of the Australian Cricket documents are in use, which will include current contacts for reporting to Australian Cricket and child protection authorities.
- Enabling a culture as felt and perceived by current members and the local community of an organisation that places high value on the safety of Children and Young People.