



Peer-to-peer learning Guide (Sport4Rules) National Best practices of fighting violence in sport and through sport (projects/established programmes)	Peer-to-peer learning Guide (Sport4Rules) National Best practices of fighting violence in sport and through sport (projects/established programmes)
Name: Project/Programme Title When: When the project/programme was implemented (please specify if the project/programme is still	Respecting and showing respect to officials in sports through tolerance 01/01/2020 -31.12.2022
ongoing) Where: Where the project/programme is/ was held (city, country) Who:	Croatia (Zagreb and Split) Slovenia (Maribor) Bosnia Herzegovina (Čapljina Široki Brijeg) Croatian Volleyball federation
Name of the Coordinating Entity Objectives: General and Specific Project Objectives	 Strengthen the international cooperation between organizations active in the field of sport and youth Encourage social inclusion and equal opportunities in sport Sharing experiences and best practices from the project Educating young people to the true sport culture and real values of sport; Promoting active participation of sport stakeholders in combating violence in sport; Create a new network of organizations working to reach main goal – prevent or at least minimize youth violent radicalization in Europe Inspire young people to participate in sport activities and motivate them to stay in sport and physical activity as a positive way of personal and professional development Endorse competitiveness without violence
Stakeholders of the project: <i>People and institutions contributing to the</i> <i>implementation of the project/programme</i>	Kineziološki Fakultet Split <u>https://web.kifst.unist.hr/</u> Mentalni trening <u>https://www.mentalnitrening.hr/</u> Faculty of Kinesiology Zagreb <u>https://www.kif.unizg.hr/en</u>





Beneficiaries: The project activities were the Sport for young people were reached) Which target group was involved (please specify the legal status and how many people were reached) The project activities sport camps in this countries : lessons and workshops in sports, non-formal education, creative working groups, games, and sporting activities, participation in sporting activities activities for young people 10-18 years old, especially about social, cultural and economic aspects. Financing: 15,000,00eur Erasmus+project and own resources Budget and Program which financed the project/programme (please specify the activities/sesions/modules and methodologies implemented) Activities were organised in a set of meetings with the assistance of teachers from university. Targeted all relevant groups – athletes, professional players, coaches, athlete support personnel (ASP), facilitators, referes, teachers Help the integration of value -based education and fair play in sports Rasing awareness stakeholders with up-to-date information regarding impact of sport as a tool for social inclusion for young people - Raising awareness stakeholders with up-to-date information regarding impact of sport as a tool for social inclusion for young people Help coaches, managers, teachers to transfer knowledge to young people, participate in sport workshops - Develop competencies of athletes, coaches and teachers using the following methods, determination, concentration to reach the goal of the game, develop motor skills, social skills, develop self- confidence, attention, communation, style and respect for game conditions Describe the quantitative and qualitative results achieved!		<u></u>
Budget and Program which financed the project/programmeresourcesDetailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)Activities were organised in a set of meetings with the assistance of teachers from university. Targeted all relevant groups – athletes, professional players, coaches, athlete support personnel (ASP), facilitators, referees, teachers. - Help the integration of value-based education and fair play in sports - Raising awareness stakeholders with up-to- date information regarding impact of sport as a tool for social inclusion for young people - Empower young people not to think critically about the activities and actions undertaken by experts in the sports - Help coaches, managers, teachers to transfer knowledge to young people, participate in sport workshops - Develop competencies of athletes, coaches and teachers using the following methods, determination, concentration to reach the goal of the game, develop motor skills, social skills, develop self- confidence, attention, communication, style and responsibility and ensure the active participation of sport clubs in the fight against violence in sports. Through this project, the goal is to increase responsibility and ensure the active participation of sport stakeholders to raise awareness and promote the true value of sports (respect, fair play, a large number of young participation of sport stakeholders to raise awareness and promote the true value of sports (respect, fair play, a large number of young participation of sport stakeholders to raise awareness and promote the true value of sports (respect, fair play, a large number of young participation to the play and and wareness and promote the true value of sports (respect, fair play, a large number of young participation to the fact<	Which target group was involved (please specify the legal status and how many people were reached)	people in all clubs, schools, sport camps in this countries : lessons and workshops in sports, non- formal education, creative working groups, games, and sporting activities, participation in sporting events. The project approach was mainly based on practical activities for young participants during lifetime. Targeted to young people 10-18 years old, especially about social, cultural and economic aspects.
Description:Activities were organised in a set of meetingsDetailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)Activities were organised in a set of meetings with the assistance of teachers from university. Targeted all relevant groups – athletes, professional players, coaches, athlete support personnel (ASP), facilitators, referees, teachers. - Help the integration of value-based education and fair play in sports - Raising awareness stakeholders with up-to- date information regarding impact of sport as a tool for social inclusion for young people - Empower young people not to think critically about the activities and actions undertaken by experts in the sports - Help coaches, managers, teachers to transfer knowledge to young people, participate in sport workshops - Develop competencies of athletes, coaches and participants in sports based on knowledge and evidence with new methods - Get to know the athletes, coaches and teachers using the following methods, determination, concentration to reach the goal of the game, develop motor skills, social skills, develop self- confidence, attention, communication, style and results achievedDescribe the quantitative and qualitative results achievedImproving the direct and active participation of sport stakeholders to raise awareness and proving the direct and active participation of sport stakeholders to raise awareness and 	Budget and Program	1 5
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Describe the quantitative and qualitative results achievedsport clubs in the fight against violence in sports"There is no place for violence in sports". Through this project, the goal is to increase responsibility and ensure the active participation of sport stakeholders to raise awareness and promote the true value of sports (respect, fair play, a large number of young participants was involved with coaches and school teachers.Innovation:The main goal of this project is related to the fact	Detailed of the project/programme (please specify the activities/sessions/modules and	 with the assistance of teachers from university. Targeted all relevant groups – athletes, professional players, coaches, athlete support personnel (ASP), facilitators, referees, teachers. Help the integration of value-based education and fair play in sports Raising awareness stakeholders with up-to- date information regarding impact of sport as a tool for social inclusion for young people Empower young people not to think critically about the activities and actions undertaken by experts in the sports Help coaches, managers, teachers to transfer knowledge to young people, participate in sport workshops Develop competencies of athletes, coaches and participants in sports based on knowledge and evidence with new methods Get to know the athletes, coaches and teachers using the following methods, determination, concentration to reach the goal of the game, develop motor skills, social skills, develop self- confidence, attention, communication, style and
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	Innovation	
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	and the enderstand to be officiale at rest these and
project/programme in terms of innovation	get the opportunity to be officials at matches and
	to feel good there and to work in a pleasant
	atmosphere while respecting the responsibility
	of the referee. To provide young participants
	with an explanation of why and how they should
	behave at field towards officials and show them
	that one day they too can be in that role.
	Participation of schools, clubs in order to learn
	and apply fair play and mutual respect
Empowerment:	Promote education in and through sport with
Describe the specific impact generated by the	special focus on skills development. To
project/programme in terms of empowerment	introduce young people at risk of radicalization
	involved in different and innovative sports
	activities with an educational effect.
	Developing cooperation with sports clubs and
	schools in promoting the true values of sports
	and suppressing all forms of violence and
	intolerance in sports. At the end of each
	gathering the tournament was held for young
	people to gain the practical experience of being
	officials and whistling their colleagues matches.
	Employees of sports clubs received training and
	support in raising awareness against violence in
	sports.
Website:	
Link of the project/programme (if available)	
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