



BY-LAWS OF  
ARDSLEY LITTLE ATHLETIC ASSOCIATION, INC.  
D/B/A ARDSLEY LITTLE LEAGUE

Established 1955

Amended in July 2020, November 2021, October 2024, and

February 2025

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On this 12th day of February, 2025, at a duly held meeting of the Board of Directors (the “Board”) of Ardsley Little Athletic Association, Inc. d/b/a Ardsley Little League (“ALL”), the below Bylaws (the “Bylaws”) were duly presented for a vote and adopted by the Board.

Dated: \_\_\_\_\_

\_\_\_\_\_  
Andrew T. Hambelton, President

## **Ardsley Little League Bylaws**

These bylaws set forth the local operational rules of ALL. The following operational rules are not meant to replace, but rather augment, the rules published by Little League International (“Little League”), including the rules published by Little League in the annual Little League Baseball or Softball rule book. As set forth in Article VIII, Section 3 of the Ardsley Little League Constitution, these bylaws must be approved by a majority vote of the Board and expire on September 30, 2025, when they shall be voted on again at the first meeting of the Board for the 2025-2026 season at that Board’s first meeting in October 2025.

### **Article I: General League Policies**

**Section 1:** The league season for the Board of Directors shall begin October 1<sup>st</sup> and terminate no later than September 30<sup>th</sup>.

**Section 2:** The “Season” will consist of Spring, Summer and Fall seasons.

**Section 3:** ALL requires a registration fee to be paid for each child participating in an ALL program. This fee will be collected during the appropriate season’s registration period. The fee amount will be set and approved by the Board of Directors in their discretion.

- A. Registration fees are required, regardless of the program level. The ALL president must allow individual hardship cases, where it can be reasonably established that a family cannot afford to pay the registration fee. Under no circumstances will a child be denied the opportunity to participate in ALL due to financial hardship.

**Section 4:** Managers and coaches of all baseball and softball teams shall be appointed by the President, with the approval of the Executive Committee. Managers and coaches must receive a majority vote from the Executive Committee with feedback from the Board of Directors. The appointment shall be based on an evaluation of the managers and coaches using the following as guidelines:

- A. Demonstrated commitment to Little League and ALL.
- B. Consistent attendance at all required managers and coaches clinics and safety meetings.

- C. Compliance with all ALL's and Little League's required certifications, including, Diamond Leaders, Abuse Awareness Training, and CPR/AED certifications.
- D. Compliance with ALL's Coaches' Code of Conduct and Three Strike Policy.
- E. Demonstrated support of and participation in the activities of the ALL, including but not limited to:
  - Engaging with their team both on and off the field.
  - Cooperation with the league President, Vice President, & Player Agent and other members of the Board.
  - Assisting ALL fundraise or obtain new sponsorships.
  - Maintenance of and care for facilities.
  - Active participation on the committees and at league events, such as opening day, the annual picnic, etc.
  - Cooperation with the umpire in chief and umpire staff.

**Section 5:** All managers and coaches must adhere to the Coaches' Code of Conduct (see Appendix B) and manage and coach with the best interests of the kids, ALL and sportsmanship in mind.

**Section 6:** All managers and coaches are subject to the "Ejection Policy" (see Appendix A).

**Section 7:** All players are subject to the Players' Code of Conduct (see Appendix B).

**Section 8:** All parents and spectators are subject to the Parents' and Spectators' Code of Conduct (see Appendix B).

**Section 9: Divisions**

- A. The default decision of ALL is to have the grades listed below play together. However, due to the Little League age charts, some children may have an older league age than their grade. When this occurs, the child will be given the option of playing with the grade above (correct league ages) or playing with their grade. There is no option to play up based on talent/merit. Notwithstanding the foregoing, after a player has played one season on Minor AA, the child may elect to be considered for Minor AAA. The decision to allow a player to move up early to Minor AAA is in the sole discretion of the Board and is only to be done in the exceptionally rare circumstance where safety of the other players in the division is at risk if the player plays with his or her grade. Other than from Minor AA to Minor AAA, all players are generally expected to play their grade.
- B. Co-Ed Divisions

- i. Tee-Ball - League Ages 4 and 5 (All Pre-K, and Kindergartners who did not play last year)
- C. Girls Divisions
- i. A Ball – League Ages 5 and 6 (Kindergartners who played last year, and all 1<sup>st</sup> Graders)
  - ii. AA Ball – League Ages 7 and 8 (Nearly all 2<sup>nd</sup> Graders, and all 3<sup>rd</sup> Graders)
  - iii. AAA Ball – League Ages 9 and 10 (Nearly all 4<sup>th</sup> Graders, and all 5<sup>th</sup> Graders)
  - iv. Majors – League Ages 11 and 12 (Nearly all 6<sup>th</sup> Graders, and some 7<sup>th</sup> Graders)
- D. Boys Divisions
- i. A Ball – League Ages 5 and 6 (Kindergartners who played last year, and all 1<sup>st</sup> Graders)
  - ii. AA Ball – League Ages 7 - 8 (Nearly all 2<sup>nd</sup> Graders, and all 3<sup>rd</sup> Graders)
  - iii. AAA Ball – League Ages 9 - 10 (Nearly all 4<sup>th</sup> Graders, and all 5<sup>th</sup> Graders)
  - iv. Majors – League Ages 11 - 12. (Nearly all 6<sup>th</sup> Graders, and some 7<sup>th</sup> Graders)
  - v. Juniors – League Ages 13 and 14 (Some 7<sup>th</sup> Graders, and all 8<sup>th</sup> Graders)

## **Article II: Gameday Policies (for all divisions)**

### **Section 1: Safety:**

- A. Managers and coaches are responsible for ensuring all safety equipment is present, including reasonable access to an AED, that at least one person certified in CPR and AED usage is present at the fields, and that all players have the required protective equipment. Managers and coaches are responsible for confirming that the field of play is safe and free of potential hazards to the players.
- B. Except for games on Field 3 involving the Boys Juniors or Boys Seniors division, no batter who is on deck may swing a bat. Except for games on Field 3 involving the Boys Juniors or Boys Seniors division, the next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat.

- C. Only those managers and coaches that have been approved by ALL are permitted to be on the field or in the dugout during games. Non-rostered players, other parents, or siblings should not be on the field or in the dugout.

**Section 2: Umpire No-Shows:** If an umpire has not arrived at a game 10 minutes before the start time, please contact head of umpires, Doug Lebow at 917-270-5482. If unable to reach Doug, next call the respective VP of Baseball (Joe Pisanti – 917-217-5684) or VP of Softball (Scott Lomenzo – 917-528-7170).

**Section 3: Player Minimums:**

- A. Except for Tee-Ball and Minor A, if a team has 7 or fewer players 15 minutes after the scheduled start time of the game, the teams will still play the game and the umpire will stay and officiate the game, however for the purposes of the standings, the game will be deemed a forfeit by the team that does not have enough players.
- B. If a team has 8 players, they will bat all 8 players in a continuous order. There is no "out" penalty for the 9th spot in the lineup for a team carrying 8 players.
- C. If a player leaves a game due to injury, illness or any other reason, their subsequent turn in the order is skipped and no out is enforced.
- D. Call-up Policy: As soon as managers learn they will have less than 9 players (Majors) or 10 players (AA, AAA), but no less 24 hours before gametime, a manager should contact their respective VP of Baseball or VP of Softball. The VPs will endeavor to find a call-up or call-over so that the game can be played with full rosters in a manner they see fit. Call-ups must bat last in the batting order. Additionally, the maximum number of IF positions that they may play is equal to or less than the number of innings that the rostered player with the least IF innings in that game plays. Call-ups may not pitch or catch. There are no call ups during playoffs without permission from the VP of Baseball or the VP of Softball, respectively.

**Section 4: Field Play Minimums:**

- A. For all teams in Majors and below, the goal should be for every player on the team to play at least 1 inning in the infield per game unless there is a bona fide safety concern.
- B. No player shall sit out 3 innings in the field until every player has sat out at least 1 inning. If all players have sat one inning, a player can be sat for a third inning. If there are any exceptions due to unusual circumstances (e.g. injury prevents player from throwing but still is able to bat), they must be discussed and approved in the ground rules meeting with the umpire prior to the start of the game.

**Section 5: Score Reporting:** Scores (and pitch counts for Boys AA, AAA, and Majors) must be reported by the winning team manager within 48 hours of the conclusion of a game.

**Section 6: Inclement Weather:**

- A. The Board will endeavor to make weather related decisions as soon as practicable in order to give as much advance notice as possible. That said, particularly in the Spring where ALL has limited field availability, the goal of the Board is to try and play games whenever reasonably possible. Cancellations will be communicated by cancelling the games on the website, which sends out a notification via email to those registered. Cancellations will also be posted on the ALL website. Managers and coaches should ensure that all parents of their players receive notification of cancellations. It is best practice to have a team app, like Gamechanger, or email or text chain, for the managers and coaches to easily communicate to their teams.
- B. If inclement weather arises during a game, for Tee-Ball and Minor A, coach consensus rules on cancelling a game. For all other divisions, it is in the discretion of the umpire. Notwithstanding the above, thunder and lightning necessitates that games be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning.
- C. When thunder is heard and/or when lightning is seen, the following procedures should be adhered to:

Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car). Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems. After thunder and/or lightning have left the area, wait 30 minutes after the last boom is heard or strike is seen before resuming the game.

**Section 7: Darkness or Weather Shortened Games:** Official games (4 innings complete in 6 inning games) & (5 innings complete in 7 inning games) are final. Games shortened by darkness or weather will be suspended and resumed, if feasible.

**Section 8: Ejection Policy:** For managers and coaches, ejections will be dealt with according to the Ejection Policy (Appendix A). Any player ejections will be dealt with on a case-by-case basis and at the discretion of the President, with input from the Executive Board. Any manager, coach, spectator or player ejected from a game must immediately leave McDowell Park.

**Section 9: Game Incidents:** Any game incidents involving injury shall be reported to the Safety Officer as soon as practicable. Any other games incidents shall be reported to either the VP of Baseball or the VP of Softball. There is no protesting of games.

**Section 10: Game Time and Inning Limits:**

- A. Tee-ball and Minor A – 1:30 minutes, with first 30 minutes run clinic style and 60 minutes for scrimmage with other team.
- B. All other divisions, no new inning shall start after 2:15 of game play, unless there is a game scheduled immediately afterwards, in which case no new inning after 1:45 of game play.
- C. All divisions, except boys juniors and seniors (which are 7 innings) and Tee-ball and Minor A (which could be 3 innings), shall be six innings.

**Section 11: Field Maintenance and Clean-Up:** Each manager and coach is responsible for leaving the field in a clean and ready to use state. At the conclusion of each game, rake the batter's box, mound and other areas so that the surface is ready to play for the next game. Clean the dugouts and remove all trash. If you are the last game on a field for the day, place the tarps down on the field to protect against inclement weather.

**Section 12: Bats:** For baseball (Boys AAA and under) all bats must be either solid wood or display the USABat logo, maximum of 33" length, 2 5/8" diameter. For softball, non-wood bats must have a BPF of 1.20 or less. Majors, Juniors and Seniors, refer to littleleague.org for more information on bats.

**Section 13: Pitch Counts for Boys AA, AAA, Majors and Seniors:** Pitch Counts as established by Little League must be adhered to.

## **Article III: Tee Ball Rules**

### **Section 1: Tee-Ball Division General Rules**

- A. All the rules according to the most recent published Little League Rules & Regulations shall be followed.
- B. In addition, the following "local rules" shall apply:
  - i. **Safety First:** Safety of the players, coaches, and spectators is paramount. Coaches have the responsibility to stop any unsafe act, immediately. Be especially vigilant for children around the batter. No child shall be holding a bat unless they are in the batter's box and ready to hit or unless actively engaged in a drill under a coaches' supervision. Use only Soft-tee balls (no hardballs are to be used).
  - ii. **Player Development:** Tee Ball is about player development, not competition. Always be positive when making a correction or



- suggestion to a player. Have fun and teach the basics that will be the building blocks for future development.
- iii. **Sportsmanship:** – Reinforce fair play and sportsmanship at all times. Do not tolerate temper tantrums, especially where a child throws balls, bats, or other equipment in anger or frustration (see safety first). In such an instance, the player should be removed from the field of play until they can safely return to the practice/game. Utilize the players’ parents as necessary to stop any unsafe behavior.
  - iv. **Uniforms:** Reinforce with players the proper way to wear his/her uniform (especially caps). At more senior levels, players will be precluded from playing if they are not in proper uniform.
  - v. **Length of Games:** Each game is limited to 1 hour and 30 minutes. The field must be cleared at the end of the time limit.

## **Section 2: Order of Tee-Ball Games and Rules**

- A. **Pre-game skill development:** The first 30 minutes of each game shall be used in a clinic style for skill development. The coaches are encouraged to work with the other team to create various stations (hitting, throwing, fielding, running) so that the kids get multiple reps at each station before rotating to the next station. The idea is to give the kids more opportunities to develop their skills and more ball and bat touches than they would otherwise get during a traditional game.
- B. **Number of Innings:** Following the 30 minutes of practice, the two teams should play a game of no longer than 3 complete innings or 60 minutes. The whole team bats each inning regardless of the number of outs recorded by the defensive team. Coaches should announce to the fielding team when the last batter comes up to bat. When the last batter hits the ball, all runners should advance to home, including the batter. The exception to this rule is that if the coaches feel that it is taking too long to get through an inning with all of one team batting and the defensive team is losing focus, the coaches in their discretion can bat half of their team per inning. In this situation, there must be 6 innings played as the goal is to get each player 3 at-bats per game.
- C. **Optional Coach Pitching:** If the coaches feel their teams are ready, after 8 games using a tee, the game can be played as coach pitch. If one team is ready to advance to coach pitch and another is not, it is acceptable for the game to be played with one team using the tee and one team using coach pitch. If you elect to use coach pitch, each player gets a maximum of 5 swings per at-bat to hit the ball before they must then use a tee to hit the ball.
- D. **Offensive Team Rules**
  - i. **At Bat:** The batter and all base runners must always wear helmets. Coaches tee up the ball; batters are allowed three attempts to hit the ball on his/her own before the coach must assist the batter.

- ii. **Batting Order:** Every player bats every inning, except as provided above. Switch the batting order each inning so that the same child does not bat at the bottom of the order each time up.
  - iii. **Coaches:** Use at least two coaches while the team is at bat: one to assist the batter and one to line up the children in batting order and assist the next batter in getting ready.
  - iv. **No On Deck Circle:** The only player with a bat shall be the batter. The next batter in the order should have a helmet (if available), but not a bat while waiting his/her turn.
  - v. **Running the Bases:** Runners will remain on the base even if they are out during the play so that they can learn base running skills during game play. Also, on plays where the ball is overthrown in the infield, allow the runner to advance one base only.
- E. **Defensive Team Rules**
- i. **Players on the Field:** All the players present will play in the field. Use no more than 5 infielders plus the pitcher (all regular infield positions plus one player behind second base). Keep the infielders back to at least the baseline. After the play is over, the closest Coach to the ball should instruct the fielder to throw the ball to the pitcher who should then throw it to the Coach on the opposing team who is helping the batter. Rotate infielders and outfielders every inning.
  - ii. **Positioning:** Teach the players about positioning. Do not let them cross the field chasing a ball or bunch up around a base. Teach them how to back-up a play and where to go (cover base, back up, etc.) when the ball is not hit to them.
  - iii. **Coaches:** Use no more than three coaches on the field at one time, one for each side of the field and one in the outfield. Infield coaches should stand behind the infielders and not obstruct the view of the outfielders. Allow only one overthrow before stopping the play.
  - iv. **No Catcher:** There will be no catcher.
- F. **Above all: HAVE FUN!**

## Article IV: Baseball & Softball “Minor A” Division Rules

**Section 1:** The minor “A” league is strictly an instructional league, which emphasizes instructing, and coaching boys and girls in the game of baseball/softball. No scores or standings are kept in this division. The object of the league is instruction, sportsmanship, and fun.

**Section 2:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 3:** In addition, the following “local rules” shall apply:

- A. **Safety First:** Safety of the players, coaches, and spectators is paramount. Coaches have the responsibility to stop any unsafe act, immediately. Be especially vigilant for children around the batter. No child shall be holding a bat unless they are in the batter's box and ready to hit or unless actively engaged in a drill under a coaches' supervision.
- B. **Player Development:** Minor A is about player development, not competition. Always be positive when making a correction or suggestion to a player. Have fun and teach the basics that will be the building blocks for future development.
- C. **Sportsmanship:** – Reinforce fair play and sportsmanship at all times. Do not tolerate temper tantrums, especially where a child throws balls, bats, or other equipment in anger or frustration (see safety first). In such an instance, the player should be removed from the field of play until they can safely return to the practice/game. Utilize the players' parents as necessary to stop any unsafe behavior.
- D. **Uniforms:** Reinforce with players the proper way to wear his/her uniform (especially caps). At more senior levels, players will be precluded from playing if they are not in proper uniform.
- E. **Length of Games:** Each game is limited to 1 hour and 30 minutes. The field must be cleared at the end of the time limit.

**Section 4:** Order of Minor A Games and Rules:

- A. **Pre-game skill development:** The first 30 minutes of each game shall be used in a clinic style for skill development. The coaches are encouraged to work with the other team to create various stations (hitting, throwing, fielding, running) so that the kids get multiple reps at each station before rotating to the next station. The idea is to give the kids more opportunities to develop their skills and more ball and bat touches than they would otherwise get during a traditional game.
- B. **Number of Innings:** Following the 30 minutes of practice, the two teams should play a game of no longer than 6 innings or 60 minutes.
- C. **Batting Order:** Use a full team continuous batting order (roster batting). The goal is to get each player a minimum of 3 at bats during the game. If at least one team has more than 10 players, then the batters per inning for each team may be the number of players on the team with more players divided by 2, rounded upward, consistent with the above. For example, if the team with more players has 10 players, then 5 players bat each inning for each team; if the team with more players has 11 or 12 players, then 6 players bat each inning for each team). The game will last 6 innings. If both teams have less than 10 players, then everyone will bat each inning, and the game will last 3 innings.
- D. **Pitching:** Managers and coaches will pitch to their own team. The batting team will assign a coach to back up the catcher, to keep the game moving. You will station a player on the pitching mound to act as a pitcher after the

ball is hit. Allow this player to play this position with the exception of throwing to the batter.

- E. **Pitching Mound:** Approximately 30 feet from home plate, adjusted in the discretion of the coach based on the skill of the player.
- F. **Balls, Strikes and Outs:** If the defensive team makes an out, then the runner shall be removed from the bases, but there are no recorded outs. The inning is over after the all the kids scheduled to hit that inning (see above) have hit. Balls and strikes are not called. The manager must encourage their players to hit the ball. After (5) missed swings by a batter, an offensive coach should assist the player in hitting the ball. Remember this is an instructional league, give the kids a chance to hit the ball. Excess pitches and swings without hitting the ball discourages the batter and the fielders. Use of tees is encouraged if players are struggling to hit a pitched ball.
- G. **Catchers:** Try to develop at least two per team. Remember as the little leaguer grows the catcher takes on an importance equal to the pitcher. You will need more than one catcher because 6 innings is too long for a player to catch in the warm weather. Teach catchers (all players) to avoid turning away from the ball exposing head, shoulders, and ribs at an angle where equipment does not protect them. Make sure catchers have all necessary protective gear.
- H. **Positioning:** Make sure all kids get to play most positions on a rotating basis. All kids should play infield and outfield. A coach or manager should make up a position assignment prior to the game and rotate the positions as the game goes on. This eliminates discussion between players and coaches between innings and allows the game to move along. If a kid is still learning to catch, you may want to avoid placing them at pitcher, catcher, or first base, if there is a bona fide safety concern.
- I. **Helmets:** Without exception, helmets must be worn by all kids batting and running the bases.
- J. **Coaches:** There should be a maximum of two coaches on the field instructing the fielders on what to do. For the batting team there must be one coach/manager pitching to the players and another backing up the catcher. These actions will speed up play. One coach must remain in the dugout.
- K. **Cleats:** Sneakers are adequate, but rubber cleats are recommended.
- L. **Scoring:** There is no score kept.
- M. **Base running:** This is considered a “base to base” division meaning that all hits are singles except clean hits to the outfield. In an effort to teach proper base running, and listening to base coaches, if a ball is hit to the outfield, a player may make an attempt to take one extra base at the discretion of the first base coach. There is no advance on an overthrow. This will help teach situational baseball/softball.
- N. **Forfeits:** Try not to forfeit a game. There are no standings, and the kids come to play. Share kids and make the best of it.
- O. **Safety:** Begin teaching safety at the first practice and don’t stop. There are no on-deck practice swings allowed. The only player who should have a bat

- in his or her hands is the batter when he or she is at the plate. All players, coaches, and equipment not involved in the game should be in the dugout.
- P. **Bunting:** Bunting is not allowed.
  - Q. **Baseballs & Softballs:** Level 5 baseballs and 11” Incrediball Softballs.
  - R. **Manager’s Biggest Need:** A sense of humor. In this part of the program the object is to teach baseball/softball and sportsmanship. Your job as manager/coach is to control the parents, other coaches, and the kids to ensure this will be conducted as a teaching-recreation program. Give all children a chance to play and have fun.

## Article V: Softball “Minor AA” Division Rules

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following “local rules” shall apply:

**Section 3:**

- A. **Stealing:** One steal attempt per inning. No double steals. There is no advance on an overthrow. No stealing home. May only steal once ball has crossed the plate. No delayed steal on throw back to pitcher.
- B. **Dropped Third Strike:** There is no dropped third strike.
- C. **Last Inning:** If an inning before the 6<sup>th</sup> inning is deemed to be the last inning because of time constraints or darkness, each team will be allowed to score unlimited runs in that inning. If an inning prior to the 6<sup>th</sup> inning is going to be the “last inning”, it should be specified by the umpire before the inning begins.
- D. **Fielders:** 10 players are allowed in the field with 4 outfielders. Outfielders must be positioned on the outfield grass.
- E. **Bunting:** Bunting is not allowed.
- F. **Play Over:** A play will be deemed over, when either (a) the pitcher has the ball in the immediate vicinity of the pitcher’s mound, or (b) the ball has been thrown to the pitcher and it lands in or crosses the immediate vicinity of the pitcher’s mound and the pitcher attempts to catch it. At that point, any runner who is not at least halfway to the next base must return to the previous base. Any runner who is halfway or more to the next base may advance to the next base.
- G. **Base Running:** Players may advance a maximum of one base per play per overthrow to any infield base (including home). Only one base for each overthrow, even in the same play.
- H. **Mercy Rule/Inning Over:** 5 run limit per inning except the final inning. Final inning should be decided before visiting team bats.
- I. **Courtesy Runners:** Should be used for the catcher with 2 outs to speed up play.
- J. **Softballs:** The home team supplies the softballs. The softballs used shall be no less than 10 7/8” in circumference nor more than 11 1/8” circumference and shall not weigh more than 6 ounces.

- K. **Coach Positions:** One coach of the defense may be in the field of play. However, that coach must stay on the outfield grass. A coach on the defensive team may back-up the catcher to speed up the game. Please note that the only role of this coach is to retrieve pitches that the catcher does not field and throw the ball back to the pitcher. Once a ball is in play, they may not touch the ball or interfere with play whatsoever until the play is over. Additionally, they must not speak to the umpire or players regarding anything related to gameplay while backing up the catcher.
- L. **Batting Order:** Use a full team continuous batting order (roster batting), regardless of whether assigned to the field position or not in the inning.
- M. **Late Arrival:** A player arriving late (after the start of the game) will be added to the end of the batting order.
- N. **Distance to Home Plate:** The pitching distance shall be 30 feet.
- O. **Pitching Limits:** If a player pitches more than 1 inning, 1 calendar day of rest is mandatory.
- P. **Maximum Innings:** Pitchers may pitch a maximum of three (3) innings per game. Delivery of a single pitch constitutes having pitched an inning.
- Q. **Walks:** There are no walks. If the batter draws a “walk”, the count resets and the offensive coach will assume pitching duties for that batter. When the coach pitches, the batter can only hit or strike out. Umpires will call both swinging-strikes and pitches that hit the strike zone but are not offered as strikes. At the completion of that at-bat the player-pitcher will resume pitching duties. Note that if the player-pitcher hits the batter with a pitch, that batter will be awarded first base. After a team “walks” three (3) batters in an inning, the offensive coach will assume pitching duties for the remainder of the inning consistent with the above.
- R. **Coach-Pitch:** If a coach comes in to pitch, the pitcher who just surrendered the “walk” or third “walk” may not be removed from the pitching position and place in another position in the field. The pitcher must keep at least one foot on the dirt of the pitcher’s mound while the pitch is being delivered. The defensive coach may not unilaterally elect to go to coach-pitch before 3 walks have been issued.
- S. **Hit batter:** A hit batter is a walk.
- T. **Intentional Walk:** There are no intentional walks.
- U. **Return to Pitcher:** A pitcher remaining in the game, but moving to a different position, can return to pitcher anytime as long as she is otherwise eligible.
- V. Innings pitched in games declared as “Suspended” shall be charged against a pitcher’s eligibility for that game.
- W. There are no extra innings for regular season games.

## **Article VI: Softball “Minor AAA” Division Rules**

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following “local rules” shall apply:

### Section 3:

- A. **Stealing:** A maximum of three (3) steals are permitted for each team per inning in each inning, with a maximum of nine (9) steals per game (teams will not obtain additional steals in extra innings). Double steals are allowed and count as two steals. There is no advance on an overthrow. No stealing home. May only steal once ball has crossed the plate. No delayed steal on throw back to pitcher.
- B. **Dropped Third Strike:** There is no dropped third strike.
- C. **Last Inning:** If an inning before the 6<sup>th</sup> inning is deemed to be the last inning because of time constraints or darkness, each team will be allowed to score unlimited runs in that inning. If an inning prior to the 6<sup>th</sup> inning is going to be the “last inning”, it should be specified by the umpire before the inning begins.
- D. **Fielders:** 10 players are allowed in the field with 4 outfielders. Outfielders must be positioned on the outfield grass.
- E. **Bunting:** Bunting is allowed. No slash bunting.
- F. **Play Over:** A play will be deemed over when the pitcher has the ball in the immediate vicinity of the pitcher’s mound. At that point, any runner who is not at least halfway to the next base must return to the previous base. A player who is halfway or more may advance to the next base.
- G. **Base Runners:** Players may advance a maximum of one base per play per overthrow to any infield base (including home). Only one base for each overthrow, even in the same play.
- H. **Mercy Rule/Inning Over:** 5 run limit per inning except the final inning. Final inning should be decided before visiting team bats.
- I. **Courtesy Runners:** Courtesy runners should be used for the catcher when there are 2 to speed up play.
- J. **Softballs:** The home team supplies the softballs. The softballs used shall be no less than 10 7/8” in circumference nor more than 11 1/8” circumference and shall not weigh more than 6 ounces.
- K. **Coach Positions:** Only three (3) coaches are allowed in the dugout. No coaches allowed on the field while playing defense.
- L. **Batting Order:** Use a full team continuous batting order (roster batting), regardless of whether assigned to the field position or not in the inning.
- M. **Late Arrival:** A player arriving late (after the start of the game) will be added to the end of the batting order.
- N. **Pitching Distance:** The pitching distance shall be 35 feet.
- O. **Pitching Limits:** If a player pitches more than 1 inning, 1 calendar day of rest is mandatory.
- P. **Maximum Innings:** Pitchers may pitch a maximum of three (3) innings per game. Delivery of a single pitch constitutes having pitched an inning.
- Q. **Walks:** After a pitcher walks three (3) batters in a row or five (5) batters in an inning the defensive coach may substitute another pitcher or the offensive coach can assume pitching duties for the remainder of the inning. Maximum of two

- (2) pitchers per inning unless an injury occurs. When the coaches pitch, the batter can hit or strike out. The umpire will call strikes only.
- R. **Coach Pitch:** If a coach comes into pitch after a third consecutive walk or fifth walk of the inning, the pitcher who just surrendered the third consecutive walk or fifth walk of the inning may not be removed from the pitching position and placed in another position in the field. The pitcher must keep at least one foot on the dirt of the pitcher's mound while the pitch is being delivered by a coach.
  - S. **Hit Batter:** A hit batter is a walk.
  - T. **Intentional Walk:** There are no intentional walks.
  - U. **Return to Pitcher:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime as long as she is eligible.
  - V. Innings pitched in games declared as "Suspended" shall be charged against a pitcher's eligibility for that game.
  - W. **Extra Innings:** Extra innings (7 innings maximum) are permitted when the score is tied after six innings of play and less than 1 hour and 45 minutes have expired from the actual (not scheduled) game start time.

## **Article VII: Softball "Major" Division Rules**

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following "local rules" shall apply:

**Section 3:**

- A. **Stealing:** Unlimited stealing of bases. Runners may leave the base when the pitcher releases the ball. May advance on overthrows on steal attempts.
- B. **Dropped Third Strike:** The batter shall become a runner on a dropped third strike. This rule shall apply:
  - i. When first is unoccupied with less than two outs.
  - ii. With two outs and first base occupied.
- C. **Last Inning:** If an inning before the 6<sup>th</sup> inning is deemed to be the last inning because of time constraints, each team will be allowed to score unlimited runs in that inning. If an inning prior to the 6<sup>th</sup> inning is going to be the "last inning", it should be specified by the umpire before the inning begins.
- D. **Fielders:** 9 players are allowed in the field. Outfielders must be on the outfield grass.
- E. **Bunting:** Bunting is allowed. No slash bunting.
- F. **Play Over:** As per little league rules, when the pitcher has the ball in the circle of the mound, the runner must advance or return to their base.
- G. **Base Running:** There are no limits on advancing on overthrows.
- H. **Mercy Rule/Inning Over:** Seven (7) run limit per inning except the final inning. Final inning should be decided before visiting team bats. Game is over if either team is up 12 runs after five (5) innings played.
- I. **Courtesy Runners:** Should be used for the catcher with 2 outs to speed up play.



- J. **Softballs:** The home team supplies the softballs. The softball used shall not be less than 11 7/8” in circumference nor more than 12 1/8” in circumference and shall weigh not less than 6 ¼ ounces nor more than 7 ounces.
- K. **Coaches:** Only three (3) coaches are allowed in the dugout. No coaches allowed on the field while playing defense.
- L. **Batting Order:** Use a full team continuous batting order (roster batting), regardless of whether assigned to the field position or not in the inning.
- M. **Extra Innings:** Extra innings (7 innings maximum) are permitted when the score is tied after six innings of play and less than 1 hour and 45 minutes have expired from the actual (not scheduled) game start time.
- N. **Late Arrival:** A player arriving late (after the start of the game) will be added to the end of the batting order.
- O. **Pitching Distance:** The distance between the front of the pitcher’s plate and rear point of home plate shall be forty (40) feet.
- P. **Pitching Limits:** A pitcher may pitch a maximum of 12 innings in a single day. If a player pitches in more than 6 (six) innings, one calendar day of rest is mandatory.
- Q. **Intentional Walks:** No intentional walks.
- R. **Return to Pitcher:** A pitcher remaining in the game, but moving to a different position, can return as pitcher anytime in the remainder of the game but only once in the same inning.
- S. Innings pitched in games declared as “Suspended” shall be charged against a pitcher’s eligibility for that game.

## **Article VIII: Baseball “Minor AA” Division Rules**

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following “local rules” shall apply:

**Section 3:**

- A. **Stealing:** One steal is permitted per inning. There is no advance on an overthrow. No stealing home. May only steal once ball has crossed the plate. No delayed steal on throw back to pitcher.
- A. **Dropped Third Strike:** There is no dropped third strike.
- B. **Last Inning:** If an inning before the 6<sup>th</sup> inning is deemed to be the last inning because of time constraints or darkness, each team will be allowed to score unlimited in that inning. If an inning prior to the 6<sup>th</sup> inning is going to be the “last inning”, it should be specified by the umpire before the top of the inning begins.
- C. **Fielders:** 10 players are allowed in the field with 4 outfielders. Outfielders must be positioned on the outfield grass.
- D. **Bunting:** There is no bunting.

- E. **Play Over:** A play will be deemed over, when either (a) the pitcher has the ball in the immediate vicinity of the pitcher's mound, or (b) the ball has been thrown to the pitcher and it lands in or crosses the immediate vicinity of the pitcher's mound and the pitcher attempts to catch it. At that point, any runner who is not at least halfway to the next base must return to the previous base. Any runner who is halfway or more to the next base may advance to the next base.
- F. **Base Running:** Players may advance a maximum of one base per play on overthrows to any infield base (including home). Only one base is allowed even when there are multiple overthrows on the same play
- G. **Mercy Rule/Inning Over:** Five (5) run limit per inning except the final inning. Final inning should be decided before the visiting team bats.
- H. **Courtesy Runners:** Should be used for the catcher with 2 outs to speed up play.
- I. **Baseballs:** RLLB1 Baseballs. The home team supplies two (2) game balls.
- J. **Coach Positions:** One coach of the defense may be in the field of play. However, that coach must stay on the outfield grass. A coach on the defensive team may back-up the catcher to speed up the game. Please note that the only role of this coach is to retrieve pitches that the catcher does not field and throw the ball back to the pitcher. Once a ball is in play, they may not touch the ball or interfere with play whatsoever until the play is over. Additionally, they must not speak to the umpire or players regarding anything related to gameplay while backing up the catcher.
- K. **Batting:** Use a full team continuous batting order (roster batting), regardless of whether assigned to the field position or not in the inning.
- L. **Late Arrival:** A player arriving late (after the start of the game) will be added to the end of the batting order.
- M. **Distance to Plate:** Place all pitchers at 40' from the back tip of home plate.
- N. **Pitching Limits:** A player once removed as a pitcher may not pitch again in the same game. A pitcher who throws 41 pitches or more cannot catch in the same game. A catcher who catches more than three (3) innings cannot pitch in the same game. Please review pitch counts as per Little League rules section VI-Pitchers.
- O. **Maximum Innings:** Maximum of 3 innings per pitcher. Delivery of a single pitch in an inning counts as a full inning pitched.
- P. **Walks:** There are no walks. If the batter draws a "walk", the count resets and the offensive coach will assume pitching duties for that batter. After a team "walks" three (3) batters in an inning, the offensive coach will assume pitching duties for the remainder of the inning. Note that if the player-pitcher hits the batter with a pitch, that batter will be awarded first base but counts towards one of the players' walks.
- Q. **Coach-Pitch:** If a coach comes into pitch, the pitcher who just surrendered the "walk" or third "walk" may not be removed from the pitching position and placed in another position in the field. The pitcher must keep at least one foot on the dirt of the pitcher's mound while the pitch is being delivered. The defensive coach may not unilaterally elect to go to coach-pitch before 3 walks have been issued. When the coach pitches, the batter can only hit or strike out. Umpires will call both swinging-strikes and pitches that hit the strike zone

but are not offered at as strikes. At the completion of that at-bat the player-pitcher will resume pitching duties.

- R. **Intentional Walks:** There are no intentional walks.
- S. **Balks:** No balks will be called.
- T. No extra innings in regular season.
- U. **Pitcher Eligibility for Playoffs:** In order for a pitcher to be eligible to pitch in the playoffs, the pitcher must have pitched a minimum of 3 outs or 20 pitches in at least 3 regular season games. The number of innings and pitches pitched by each pitcher during the regular season must be timely reported to ALL along with the scores of the games.

## **Article IX: Baseball “Minor AAA” Division Rules**

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following “local rules” shall apply:

**Section 3:**

- A. **Stealing:** A maximum of two (2) steals are permitted for each team per inning. Cannot steal home and cannot advance on a catcher’s overthrow. Double steals are allowed and count as two steals.
- B. **Infield Fly Rule:** Infield Fly Rule is in effect.
  - i. The infield fly rule takes effect on a fair fly ball that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs. Line drives and bunts do not apply to this rule.
- C. **Dropped Third Strike:** There is no dropped third strike.
- D. **Last Inning:** If an inning before the 6<sup>th</sup> inning is deemed to be the last inning because of time constraints, each team will be allowed to score unlimited in that inning. If an inning prior to the 6<sup>th</sup> inning is going to be the “last inning”, it should be specified by the umpire before the top of the inning begins.
- E. **Fielders:** 10 players are allowed in the field with 4 outfielders. Outfielders must be positioned on the outfield grass.
- F. **Bunting:** Bunting is allowed. No slash bunting.
- G. **Play Over:** A play will be deemed over, when the pitcher has the ball on the mound. Runners must return to the previous base if they are not more than halfway to the next base.
- H. **Base Running:** There is no limit for the number of bases a runner(s) may advance on an overthrow in a single play. The runner(s) may go home and in doing so must avoid contact with an opposing defensive player.
- I. **Mercy Rule/Inning Over:** Five (5) run limit per inning except the final inning. Final inning should be decided before the visiting team bats.
- J. **Courtesy Runners:** Should be used for the catcher with 2 outs to speed up play.

- K. **Baseballs:** RLLB1 Baseballs. The home team supplies two (2) game balls.
- L. **Coach Positions:** Only three (3) coaches are allowed in the dugout. No coaches allowed on the field while playing defense.
- M. **Batting Order:** Use a full team continuous batting order (roster batting), regardless of whether assigned to the field position or not in the inning.
- N. **Late Arrival:** A player arriving late (after the start of the game) will be added to the end of the batting order.
- O. **Distance to Plate:** Place all pitchers at 46' from the back tip of home plate.
- P. **Pitching Limits:** A player once removed as a pitcher may not pitch again in the same game. A pitcher who throws 41 pitches or more cannot catch in the same game. A catcher who catches more than three (3) innings cannot pitch in the same game. Please review pitch counts as per Little League rules section VI-Pitchers.
- Q. **Intentional Walks:** There are no intentional walks.
- R. **Balks:** No balks will be called.
- S. **Pitcher Eligibility for Playoffs:** In order for a pitcher to be eligible to pitch in the playoffs, the pitcher must have pitched a minimum of 3 outs or 20 pitches in at least 3 regular season games. The number of innings and pitches pitched by each pitcher during the regular season must be timely reported to ALL along with the scores of the games.

## **Article X: Baseball “Majors” Division Rules**

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following “local rules” shall apply:

**Section 3:**

- A. **Stealing:** Unlimited.
- B. **Infield Fly Rule:** Infield Fly Rule is in effect.
  - i. The infield fly rule takes effect on a fair fly ball that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs. Line drives and bunts do not apply to this rule.
- C. **Dropped Third Strike:** The batter shall become a runner when:
  - i. When first is unoccupied with less than two outs.
  - ii. With two outs and first base occupied.
- D. **50/70 only:** Leading is allowed prior to the pitch and you can steal at any time.
- E. **Last Inning:** Extra innings (7 innings maximum) are permitted when the score is tied after six innings of play if there is time remaining.
- F. **Fielders:** 9 players are allowed in the field with 3 outfielders. Outfielders must be positioned on the outfield grass.
- G. **Bunting:** Bunting is allowed. No slash bunting.

- H. **Play Over:** The ball is always live until time is called by a player.
- I. **Base Runners:** There is no limit to the number of bases a player can advance.
- J. **Mercy Rule/Inning Over:** Seven (7) run limit per inning except the final inning. Final inning should be decided before visiting team bats. Game is over if either team is leading by twelve (12) runs after five (5) innings (4-1/2 if the home team is ahead).
- K. **Courtesy Runners:** Should be used for the catcher with 2 outs to speed up play.
- L. **Baseballs:** RLLB1 Baseballs. The home team supplies two (2) game balls.
- M. **Coach Positions:** Only three (3) qualified adults are allowed in the dugout.
- N. **Batting Order:** Use a full team continuous batting order (roster batting), regardless of whether assigned to the field position or not in the inning.
- O. **Late Arrival:** A player arriving late (after the start of the game) will be added to the end of the batting order.
- P. **Distance to Home Plate:** Place all pitchers at 50' from the back tip of home plate.
- Q. **Pitching Limits:** A player once removed as a pitcher may not pitch again in the same game. A pitcher who throws 41 pitches or more cannot catch in the same game. A catcher who catches more than three (3) innings cannot pitch in the same game. Please review pitch counts as per Little League rules section VI-Pitchers.
- R. **Balks:** Balks will result in a warning to the pitcher that they have balked and what they did but runners will not advance a base.
- S. **Intentional Walks:** Intentional walks are not permitted.
- T. **Pitcher Eligibility for Playoffs:** In order for a pitcher to be eligible to pitch in the playoffs, the pitcher must have pitched a minimum of 3 outs or 20 pitches in at least 3 regular season games. The number of innings and pitches pitched by each pitcher during the regular season must be timely reported to ALL along with the scores of the games.

## **Article XI: Baseball “Junior” & “Senior” Division Rules**

**Section 1:** All the rules according to the most recent published Little League Rules & Regulations shall be followed.

**Section 2:** In addition, the following “local rules” shall apply:

**Section 3:** District 20 Inter-League play shall incorporate additional local rules.

**Section 4:**

- A. **Stealing:** Unlimited stealing is allowed, including stealing home.
- B. **Dropped Third Strike:** The batter shall become a runner on a dropped third strike. This rule shall apply:
  - i. When first is unoccupied with less than two outs.
  - ii. With two outs and first base occupied.

- C. **Infield Fly Rule:** Infield Fly Rule is in effect.
  - i. The infield fly rule takes effect on a fair fly ball that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs. Line drives and bunts do not apply to this rule.
- D. **Coaches:** Only three (3) coaches are allowed in the dugout.
- E. **Batting Orders & Substitutions:** Managers must exchange batting orders prior to the game and inform each other while the game is in progress when substitutes go in and out, pitchers are changed, etc.
- F. **Cleats:** Metal spikes are permitted.
- G. **Distance to Home Plate:** Place all pitchers at 60' from the back tip of home plate.
- H. **Inning Limit:** There is no inning limit in these divisions.
- I. **Pitching Limits:** Per Little League rules.
- J. **Return to Pitch:** A pitcher remaining in a game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- K. **Balks:** Balks will be called in this league after one warning per pitcher is given.
- L. **Pitcher Eligibility for Playoffs:** In order for a pitcher to be eligible to pitch in the playoffs, the pitcher must have pitched a minimum of 3 outs or 20 pitches in at least 3 regular season games. The number of innings and pitches pitched by each pitcher during the regular season must be timely reported to ALL along with the scores of the games.

## **Article XII – Playoffs**

### **Rules:**

All published rules are in effect during the playoffs with the following exceptions:

- Each game is considered complete when six or more innings have been played and the score is not tied.
- Any incomplete game will be suspended and finished on another date starting from the point where it was suspended.

### **Rest Between Games & Scheduling:**

The playoffs generally run approximately 12 days and start around the second week of June. The schedule is typically set up to allow between one and three days between games. The number of days between games is designated to give teams an opportunity to rest pitchers.

### **Playoff Divisions:**

The following divisions are scheduled for season ending playoffs:

- Girls AA
- Girls AAA
- Girls Majors
- Boys AA
- Boys AAA
- Boys Majors

### **Team Seeds & Byes:**

All teams in playoff divisions participate in the playoffs. Each team's rank is based upon games played within Ardsley Little League only (not interleague play). The team rank also known as the team seed (i.e. 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc.) is known once the regular season is over. The team seed is used to identify which team is home or away. The home team is always the team with the lower seed in any playoff game. This is true even if a team with a lower seed has won a prior playoff game vs. the top seeded team in the division. A team may earn a BYE, where they skip the first playoff round, depending on their seed. A BYE can occur in the following brackets and playoff rounds:

- Three Team Bracket: Double Elimination tournament for AAA and above, for AA, 1<sup>st</sup> place gets a BYE.
- Five Team Bracket: 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> seeds skip wildcard.
- Six Team Bracket: 1<sup>st</sup> & 2<sup>nd</sup> seeds skip wild card.
- Seven Team Bracket: 1<sup>st</sup> place gets a bye in the Quarterfinals.

In the event of a tie within a divisions team seeding, use the following tiebreaking procedure below. A tie is defined as having the same exact winning percentage as defined by the standing on the site. For example, 6-5-1 vs 6-5-1 is a tie, while 6-5-1 (.542-win pct.) and 5-4-1 (.550-win pct.) is not a tie and 5-4-1 is a higher seed.

**Tiebreakers:**

- A. If 2 teams have the exact same record at the end of the season, the tie will be broken as follows:
  - a. Head-to-head record of teams that are tied... if still tied,
  - b. Run differential in head-to-head games... if still tied,
  - c. Coin toss
- B. If more than 2 teams have the exact same record at the end of the season, the tie will be broken as follows:
  - a. Head-to-head record within all teams that are tied... if still tied,
  - b. Run differential in head-to-head games within all teams that are tied... if still tied,
  - c. Pick a number from a hat.

Procedure B can be used several times until only 2 teams are still tied. Procedure A can be used to break the tie between the remaining 2 teams.

AAA and above only will have a best of 3 finals, schedule permitting. AA will have a single game final.

For leagues with 5 teams or more, the semifinal pairings will be set such that the #1 seed will always play the team with the lowest seeding remaining after the wildcard round. For example, if in a 6-team league, #6 seed beats #3 seed in the wildcard game, then the semifinal games will be #1 seed vs. #6 seed, and #2 seed vs. winner of #4 seed vs. #5 seed. If #3 seed beats #6 seed in the wildcard game, then the semifinal games will be #1 seed vs. winner of #4 seed & #5 seed, and #seed vs. #3 seed.

**Brackets:**

Ardasley Little League utilizes a single elimination playoff bracket. This means that all teams eligible for the playoff will continue to play until they lose one game. Winners of playoff pairings advance to the next level and the losing teams are eliminated from the playoffs. The only exception is the Championship Round is a best of three games, schedule permitting, except for Boys & Girls AA division who play a one game Championship.

**Sample Playoff Schedule**

<b>Three Team Bracket</b>	<b>Five Team Bracket</b>	<b>Six Team Bracket</b>
Semifinals (#2 vs. #3)	Wildcard (#4 vs. #5)	Wildcard #1 (#3 vs. #6)
Finals Game 1	Semifinals #1	Wildcard #2 (#4 vs. #5)
Finals Game 2	Semifinals #2	Semifinals #1
Finals Game 3 (if necessary)	Finals Game 1	Semifinals #2
	Finals Game 2	Finals Game 1
	Finals Game 3 (if necessary)	Finals Game 2
		Finals Game 3 (if necessary)



## **Article XIII - Safety Regulations**

[ALL's Safety Regulations Are Set forth in the Annual Safety Plan]

## **APPENDIX A**

### **Ejection Policy**

1. If a manager or coach is ejected, he/she shall receive an automatic 1 to 2 game suspension based on severity to be determined after a review by the President with input from the Executive Board. The President shall make the final decision on the penalty to be imposed. The incident will be noted on the individual's record. Nothing herein shall limit the President from imposing any other penalty as the President in his/her sole discretion deems in the best interest of ALL.
2. If a manager or coach is ejected for a second time in a season, he/she shall automatically be suspended for the remainder of the season and possibly other ramifications based on severity to be determined by a review by the President with input from the Executive Board. The President shall make the final decision on the penalty to be imposed. The incident will be noted on the individual's record. The incident will factor against permitting that individual the opportunity to manage or coach again. Nothing herein shall limit the President from imposing any other penalty as the President in his/her sole discretion deems in the best interest of ALL.
3. If a manager or coach has been ejected in multiple seasons, then based on severity of the individual's actions and the individual's prior disciplinary history determined by a review by the President with input from the Executive Board the President shall impose any penalty that the President in his/her sole discretion believes to be in the best interest of ALL, including, a lifelong ban from managing, coaching or otherwise being associated with ALL. The district will be notified of such penalty.

## APPENDIX B

### Coach's Code of Conduct Form

Coaching a youth sport's program such as Little League Baseball and Softball is a privilege that is not to be taken for granted. As a manager or coach, appointed by the Ardsley Little League Board, I acknowledge I have an important role in the development of children in our community and will abide by only the highest level of sportsmanship and conduct.

I am aware that I have a tremendous influence, either good or bad, in shaping the correct ideals of sportsmanship. I shall actively use my influence to enhance sportsmanship by the athletes and spectators. Winning does not come before instilling the highest ideals of character and fair play.

Cursing, making personal or malicious comments, whether to/about the umpire, another coach, a parent or player, will not be tolerated.

The coach must constantly uphold the honor and dignity of being an important role model within the community. In all personal contact with the athletes, umpires, officials, administrators, and the public, the coach shall strive to set an example of the highest ethical and moral conduct.

The coach will abide by the official rules and the spirit of those rules. The coach shall not try to seek an advantage by circumvention of those rules. Players should be taught to respect the dignity of the game, umpires and opponents.

Umpires will be treated with respect and support by the coach. The coach shall not indulge in conduct which will incite players or spectators against the umpires. Public criticism of umpires or players is not acceptable. Coaches should confine their discussion to the rules and not challenge umpire decisions involving judgment.

Coaches should develop and promote a spirit of cooperation among the baseball/softball family, including sponsors and any person connected with the program.

I will conduct practices in an organized manner, with a planned agenda that focuses on specific skill development appropriate for the skill level of the players. I will focus on providing instruction commensurate with players abilities, so all players have the opportunity to advance their skills towards their full potential, gain confidence and develop self-esteem, as well as establish a solid foundation for further baseball/softball competition.

I will teach each player, especially through personal example, to be humble and generous in victory and proud and courteous in defeat.

Each coach has considerable duties outside of coordinating practices and managing the games. Accordingly, if I am a Manager, I will adhere to the following as well:

I will maintain open communication with players and parents to inform them of practices, games and other responsibilities in a timely and efficient manner.

I will attend all required coaches' meetings, safety and umpiring clinics unless I am out of town or have a significant previously made commitment. If I cannot attend, I will ensure that one of my assistant coaches attends on my behalf; and

I understand that I am the point of contact between my team and other teams and Ardsley Little League officials. I understand that I am the person that is responsible for my team. I will take my obligations seriously and communicate effectively and in a courteous manner.

Ardsley Little League has a "zero-tolerance" policy for any aggressive or inappropriate physical contact with any player, coach, umpire, parent, fan or other person and any breach of this rule is grounds for immediate action, including removal from the position of coach, manager or board member.

I recognize the responsibility encumbered upon me to model ethical behavior. I pledge myself to observe, practice and maintain this code of ethics.

Name (Print): \_\_\_\_\_

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

## Parents' Code of Conduct Form

ALL has implemented the following Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to leave the facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

### Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

### I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.

9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

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Parent/Guardian

## Players Code of Conduct Form

Player's responsibilities are simple; be respectful of others, be responsible, play fair, and always do your best, and always exhibit good sportsmanship.

As an ALL participant I hereby pledge that I will:

- Encourage good sportsmanship from fellow players, coaches, officials, and parents.
- Be a team player and support my teammates.
- Be on time and attend every practice and game that I can, and will notify my coaches if I cannot.
- Work hard to improve my skills.
- Do my best to listen and learn from my coaches.
- Encourage my parents to be involved with my team in some capacity.
- Congratulate the other team after each game as a demonstration of sportsmanship.
- Refrain from using violence, unfriendly language, or insults to others.
- Be generous when I win and gracious when I lose.
- Obey the rules of the game and always work for the good of the team.
- Accept the decisions of the officials with grace and never challenge or question calls. Refrain from challenging or questioning on-field calls by officials and/or managers and coaches.
- Conduct myself with honor and dignity.
- Applaud the efforts of my teammates and opponents.