



Bedford Little League Code of Conduct



Due to certain trends in youth sports whereby both parents and players are letting their emotions manifest themselves in abusive and sometimes physical violence, Bedford Little League (BLL) supports a zero tolerance policy for unsportsmanlike behavior. BLL, its Parents, Coaches and Players should continually raise the standard of behavior – both on and off the field.

Membership in the Bedford Little League is a privilege and should carry a sense of pride. Participation in the program will require that players and parents accept certain responsibilities.

Players Responsibilities:

I will not verbally or physically abuse any of my teammates, opponents, umpires, officials or coaches.

I understand that poor sportsmanship, during or after games, will not be tolerated.

I will remember that winning a game is a result of teamwork and I am a part of that team.

Parents Responsibilities:

We will encourage sportsmanship by showing positive support for all players, coaches, and umpires at every game and practice.

We will encourage my child to treat all other players, coaches, and umpires with respect.

We will not attempt to “coach” or “manipulate” players while they are playing.

We will not verbally or physically abuse any coaches, umpires, officials, fans or players (including my own).

We will not attempt to umpire the game by appealing strikes, balls, outs, plays, or other umpire calls, etc.

Course of Action:

Should a parent/spectator or player not adhere to the above, the Bedford Little League holds their coaching staff accountable and empowers each coach to take necessary action. Actions could be as simple as a verbal warning to the parent/spectator or player up to disciplinary hearings before the BLL Board leading to suspension or expulsion from the Bedford Little League.

Implementation:

Anyone may file a complaint, in writing and signed, to the President of the Bedford Little League.

Parent Signature

Date

Parent Signature

Date

Player Signature

Date