



PBYSA Official Baseball Rulebook

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WILL WALKER - PBYSA PRESIDENT

DAN SAMUEL - PBYSA VICE PRESIDENT

MARTY DOBBINS - BASEBALL DIRECTOR

38 S. BLUE ANGEL PKWY

P.O. BOX 417

PENSACOLA, FL 32506

[perdidobaseball@gmail.com](mailto:perdidobaseball@gmail.com) // [www.pbysa.org](http://www.pbysa.org)

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## OBJECTIVE

To organize and promote youth sports to the community and surrounding areas, promoting a safe and enjoyable place for all involved focusing on player development. Rules not specifically covered herein, shall be governed by the Official Little League Recreational Regular Season Rules. The PBYSa Baseball Committee has final authority on the interpretation of the rules set forth. Rules may be updated with no notice to protect the safety of the athletes and the integrity of the game.

## PARTICIPATION

In order to participate in PBYSa Baseball, players must be registered online via [www.pbysa.org](http://www.pbysa.org) and registration fees must be paid.

## PLAYER & DIVISION ELIGIBILITY

The youth baseball season begins on August 1<sup>st</sup> of the current year and ends on July 31<sup>st</sup> of the following year. Player league age is determined by their age as of May 1<sup>st</sup> of that baseball season. Registration will automatically assign players to their division by default based on their league age. Refer to the age calculator at <https://www.ussa.com/s30/ageCalculator>.

Any request to play up a division or down a division must be approved by the division commissioner and baseball director. Playing down a division will disqualify players from Allstars participation. Players playing up are eligible only in the division they played. Exceptions may be made on a case-by-case basis.

Pickup Players – if a team is short players, they may pick up a player from another team in the same division who was rated at an equal or lower rating than the absent player. They may also pick up a player from another team in the division below at any rating. Pickup players must be approved by the division commissioner. A team is considered short if they have less than the amount required to field a team – 6U and 8U: 10 Players / 10U and Above: 9 Players. If you pick up a player when you have enough of your original roster, that game will result in an automatic loss. Pickup players may NOT pitch or catch, and must bat at the end of the batting order.

## Volunteer Eligibility & Responsibilities

All coaches and volunteers are required to have a current background check on file with PBYSa. Background check instructions can be found by clicking the “Background Screening” tab on [pbysa.org](http://pbysa.org). All coaches and volunteers will be issued a volunteer credential by PBYSa. This credential may be asked to be presented at any time. If unable to present a credential, the volunteer may temporarily be removed from the field until they can show their credential.

**NO ONE IS ALLOWED INSIDE THE FIELD FENCE OR IN A DUGOUT WITHOUT FIRST PASSING A BACKGROUND CHECK, THIS INCLUDES PARENTS.**

Head coaches will be given the combination to the shed as well as a Musco login to control the field lights. These codes and logins are **NOT** to be shared. Please be mindful of practice / game durations when setting a light schedule. Lights should be set to turn off at a maximum of 30 minutes after your practice or game is expected to end. Shed and bathrooms are to be locked by the last team leaving the field for the night. Please also make sure that batting cage lights are turned off when you are done using them. The golf cart and John Deere field dragger are not allowed to be used by athletes or anyone else under the age of 18 without permission from the Baseball Director.

## DRAFT

Only head coaches and commissioners are allowed in the draft room. Assistant coaches and parents are not permitted. The only exception will be if a head coach is unable to make it, an assistant coach can sit in for them.

Players are rated on a 5 point system during player evaluations based on 4 criteria: fielding, throwing, batting, and running. That criteria is then discussed among the head coaches and averaged for a total rating. Index cards will then be labeled with the players first and last name written on one side while their player total rating is noted on the other. Coaches will pull the index cards of their child and one additional assistant coach's child and once the draft starts the coach will place them on their team in the position where they would be based on their evaluated rating. If a head coach does not have a child actively participating, they can choose one player to freeze. The coach must have a signed freeze form from the parent of that child turned in to the division commissioner **before** entering the draft. Assistant coaches without a child participating are not allowed to freeze a player. Index cards are then numerically sorted and laid out in a snake evolution with the rating facing out. Once the cards have been laid out across all teams, the cards are flipped over to show player's first and last names. **Any special player requests such as playing for a specific coach or transportation requests will be addressed on a case-by-case basis.** Requests are not guaranteed and the final decision on if they are granted will be at the discretion of the commissioner. All trades must be approved by all head coaches during the draft. Any trades made **AFTER** the draft must also be made transparent to the entire division and approved by all head coaches. Any players that sign up **AFTER** teams have been drafted must be approved and appointed by all the head coaches. The goal for the draft is to make teams as fairly even as possible. The sum of all players' ratings is considered the team rating. Team ratings should be as close to each other as possible. This will result in a fun, competitive season for all involved.

## SCHEDULES

Schedules will be made and announced by the division commissioner at least 10 days before the start of the regular season. 10U - 15U will utilize GameChanger to track scores and pitch counts. Each division commissioner will be responsible for establishing a league for their division inside GameChanger that each team will then join. The schedule in GameChanger shall be the official schedule. The book of the home team will be the official scorebook of record for that game.

## PLAYING FIELD

Playing fields shall be laid out according to national youth standards as follows:

| DIV | Base Path | Pitching Distance                                                    |
|-----|-----------|----------------------------------------------------------------------|
| 6U  | 55'       | N/A                                                                  |
| 8U  | 60'       | Anywhere in-between the 30' Safety Lines and the 42' Pitching Circle |
| 10U | 65'       | 46'                                                                  |
| 12U | 70'       | 50'                                                                  |
| 15U | 90'       | 60'                                                                  |

## EQUIPMENT

**\*\* Metal spikes are not allowed in any division \*\***

Bats – all bat stamps are allowed. The Black Emerald is banned in all divisions.

Any BBCOR bat withdrawn by the NCAA or NFHS, USA Baseball stamped bat withdrawn by USA Baseball, or USSSA stamped bat withdrawn by USSSA will also be withdrawn by PBYSA.

All 13 year old players must use a maximum drop 5 (-5) bat. All 14 year old players and above must use a maximum drop 3 (-3) bat and must be permanently stamped with the BBCOR.50 Certified Mark. Players 9 years or older must use a maximum drop 10 (-10) bat.

If an illegal bat is identified prior to the batter putting the ball in play, the bat will be removed from play and the batter will continue his at bat with a legal bat. It is the responsibility of the head coach to remove the bat from the dugout or ensure the bat is not available for use. **No exceptions.**

If any batter comes to the plate and has a previously removed illegal bat, the bat will be removed again, the batter will be out, and the head coach will be ejected.

If an illegal bat is identified after a batter put the ball in play but before a pitch is thrown to the next batter, the player who used the illegal bat will be declared out and all runners who advanced must return to the base they occupied.

The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built-in extended throat guard or a separately attached throat guard,

chest protector, shin and/or leg guards, a catcher's mitt, and protective cup. Catchers are not allowed to use traditional baseball gloves and must use a mitt specifically designed for the catcher position. In all age divisions, catchers must use a hockey style catcher's helmet that covers both ears.

All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.

In 6U & 8U, facemasks are mandatory for pitchers while chest protectors are optional. During all stars, both facemasks and chest protectors are optional and at the discretion of both the head coach and pitcher's parents.

## GAME SPECIFICS

A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for 15U.

Game lengths are as follows:

| DIV | Duration   | Game Time       |
|-----|------------|-----------------|
| WB  | 1hr        | 6:00pm          |
| 6U  | 1hr        | 5:45pm          |
| 8U  | 1hr 15mins | 6:15pm          |
| 10U | 1hr 30mins | 6:00pm / 7:30pm |
| 12U | 1hr 30mins | 6:30pm / 8:00pm |
| 15U | 1hr 45mins | 7:00pm          |

Game time will begin on the first pitch of the game. Full game times will be played – there is no 5 minute rule. 10U and 12U doubleheaders will be 1:20 during the regular season, AND no extra innings. During tournament play, doubleheaders will play the full 1:30 and extra innings if needed. Double header games can end in a tie during regular season play if tied at time expiration.

In single games, after the conclusion of the 6th inning, each team will begin their half of the extra inning(s) with a runner on second base with 1 out. The runner shall be the last recorded out from the previous inning. This is referred to as the California Rule. \*The California Rule shall not be used in tournament play.\*

Run Rules - In 8U and 10U, an inning is 3 outs or 7 runs. A team can continue to bat through their batting order until that 3 out or 7 run limit is reached. All runs scored during an at bat will count, even in excess of 7. Example: If a team has 6 previous runs scored in the same inning and the bases are loaded and a ball in play drives in 3 additional runs, all 3 additional runs will count before changing the half inning. For 12U and above, there are no max run limits per inning.

Mercy Rules – game shall be declared when the following deficits have occurred – 15 after 3 innings, 10 after 4 innings, 8 after 5 innings. The home team must have been allowed to bat for that inning to be considered over and the mercy rules to apply.

An Intentional Walk may be issued upon announcement from either the head coach, pitcher or catcher without throwing pitches. A player can only be intentionally walked once per game.

At any time, the offensive team **may** use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner shall be the player making the last batted out.

Safety Bases - A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored section without first touching or bounding over the white section shall be declared foul. When a play is being made on the batter-runner, the batter-runner must use the colored portion of the base, while the fielder must use the white portion. After the batter-runner reaches first base safely, the colored portion is no longer considered part of the base. Once the batter-runner reaches first base, they shall only use the white part of the base. This includes returning to the base at any time, such as a pick-off attempt, when tagging up on a fly-ball, and remaining in contact with the base on a pitched ball. On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base.

10U – closed bags. Runners may not lead off. Runners may not step off the bag until the pitch has reached home plate. Runners will be called out if caught violating this rule. No drop third strike or infield fly rule in effect. Play is live during walks. Play will stop once both of the following occur; (A) The pitcher possesses the ball and is addressing the mound. (B) Runners are stationary or retreating to the bag. No dropped 3rd strike rule and 3rd strike is always an out (even when hit by the pitch). No infield fly rule.

Head first slides are allowed **except** at home plate. Runners must slide or avoid contact when a play is being made. Players are not allowed to slide head first if they have a jaw guard on their helmet.

There is no must slide rule at home unless there is a play at the plate. The runner must avoid the catcher who is attempting to make a play. Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. If, in the judgment of the Umpire, the catcher, without possession of the ball, blocks the pathway of the runner, the Umpire shall call or signal the runner safe. Malicious contact at the plate is an umpire judgment call and can not be appealed.

No slash hitting is allowed. If a player shows bunt, they can not pull back and take a full swing. If the ball is hit into play an automatic out will be called no matter the result of the play.

Pitchers must be pulled after three hit-by-pitches or at the discretion of the umpire. Player safety is the ultimate priority. A player believed to intentionally hit a player or threaten to hit a player will be ejected from the game and receive an additional 1 game suspension.

On gameday, the Home team will be responsible for field preparation before games and the visiting team will be responsible for emptying trash cans from both dugouts and the press box of their field after the completion of the last game of the day. Both teams may play walk-up songs during their respective at-bats but the home team will have rights to playing music before games, during the half-inning, and after the game. The home team will be the official scorekeeper of the game.

Weather delays: In the event of lightning in the vicinity of the park, games may be delayed, rescheduled, or called. Games that have completed 3 innings or more will be considered complete. Games that have not had a full 3 innings played will be rescheduled and resumed from the same point as where it was when the delay happened. A resumed game will continue at the same spot in the batting order, with the same outs and count, and with the same amount of time remaining. Games that are delayed or rescheduled due to weather must be played at the next earliest available day and time. Pitch count rules apply.

## PITCHING RULES

The following pitch count rules apply:

| <u>Pitches Thrown</u> | <u>Required Rest</u> |
|-----------------------|----------------------|
| 66+                   | 4 DAYS               |
| 51-65                 | 3 DAYS               |
| 36-50                 | 2 DAYS               |
| 21-35                 | 1 DAY                |
| 0-20                  | 0 DAYS               |

Days are defined as calendar days and not based on hours. The last and next days pitched **DO NOT** count as rested days. Example: If a player pitches 55 pitches on a Monday, he is required to rest for 3 days and would not be eligible to pitch again until Friday. Violation of this rule shall result in an automatic loss and **does not** require a protest by the opposing coach. The pitcher will be required to rest for the remaining rest period plus the required rest for any additional pitches that were accrued. Pitch counts must be reported to the commissioner after the completion of every game. It is the coaches responsibility to accurately track each pitcher's total number of pitches in each game and to know when they will be eligible to pitch again. Coaches are subject to removal from their position for violating pitcher rest rules.



## Max Pitcher Per Game Age Division

| DIV | Max Pitches |
|-----|-------------|
| 15U | 95          |
| 12U | 85          |
| 10U | 75          |

The starting pitcher, after being removed from the mound, can be recalled to the mound as a pitcher at any time during a game as long as they were not removed from a defensive position and are not over their allowed pitch count. A pitcher can only be recalled 1 time in a game. Once any relief pitcher leaves the mound, he may not return in that same game.

A pitcher may finish a batter and go over their max allowed if they are under the limit before the at-bat begins. Example: If a batter has thrown 47 pitches when a new batter comes up to bat and they reach 50 pitches, the coach can announce that he is going to finish the batter and his count will cap at 50, preventing an extra day of rest. This should be announced by the head coach to both the umpire and opposing head coach. This exception does not affect the daily maximum pitch count. Pitchers who go over their daily maximum will be required to rest an additional day (5 days total). Coaches are allowed to visit a pitcher one time per inning. A second visit to the same pitcher in the same inning will result in a pitching change.

15 year olds are only allowed to pitch one inning per game. Any exceptions to this rule must be approved by the division commissioner, baseball director, and all head coaches.

## COACH PITCH SPECIFIC RULES

**Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

**Safety Lines:** There shall be a thirty (30) foot line drawn on the first (1st) baseline & third (3rd) baseline. Infielders must stay behind this line until the ball is hit.

**Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.

The pitching coach shall be an adult at least eighteen (18) years of age. Coaches may utilize a manual pitching machine if desired. Electric pitching machines are not allowed.

The coach can pitch anywhere in-between the 30' Safety Lines and the 42' Pitching Circle.

The pitching coach shall coach batters until reaching 1<sup>st</sup> base.

The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule after the ball is pitched, obstruction shall be called and the advancing runner will be out.

A coach may stand at the backstop to assist with passed balls to speed up the game. This coach may not verbally or physically coach from this field of play.

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.

The catcher's position shall be filled at all times, even if a team is short players.

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Defensive coaches shall be allowed in the outfield sidelines in foul territory even with the outfielders until postseason tournament play and all stars begin. All other coaches must remain by the dugout.

The Infield Fly Rule shall not be in effect at any time.

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat at the opposing coaches discretion.

Teams may use free substitution on defense, but the batting order shall remain the same.

Bunting shall not be allowed.

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. (The bat is extended if the last pitch is hit foul)

Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

Pitching Machine: Coaches may opt to use a spring-loaded Portable Pitching Machine. Must be declared at the plate meeting and the team must keep that option for the entire game. If a batted fair ball hits any part of the pitching machine without a fielding attempt by the pitcher, the ball is immediately dead and it is a no-pitch. If a batted fair ball is first touched by or an attempt is made to field the ball by a defensive player and then hits any part of the pitching machine, it is a live ball. During Coach pitch, if a Coach or machine gets hit by a batted ball, the ball is dead and it is a no-pitch, when either team selects to coach pitch and the machine remains on the field. A coach must make an attempt to avoid contact. If in the umpire's

judgment the coach did not attempt to move, the batter is out. If a thrown ball hits any part of the pitching machine, it is a live ball.

**6U/TBALL RULES** – shall follow the Gospel Projects Rulebook found at <https://www.youthathleticclub.org/>

## **ALL STARS**

Players must have played in 6 games minimum to be eligible for All Star nomination. Head coaches will nominate players from their own team to the rest of the division. All Star rosters must be selected and agreed upon by the entire collection of head coaches and the division commissioner. Athletes are only eligible for All-Stars in the division they are currently participating in. Special exemptions to this rule will be considered and voted upon by baseball commissioners on a case-by-case basis. All Star Coaching selections are nominated by the division commissioner and must be approved by the baseball committee. Players and coaches are responsible for purchasing the uniforms that are required to participate in Allstars. Coaches may utilize sponsorships to help offset costs and the sponsors will then have their logo added to the uniform sleeve.

## **TOURNAMENT TEAMS**

2 weeks before the end of the fall season, we will hold try-outs for the tournament teams. Tournament teams are separate from the recreational season and are not guaranteed for all players. Coaches for the tournament teams will be decided and voted upon by the park commissioners. More to follow at a later date.

## **SPORTSMANSHIP**

Baseball has a rich tradition built around sportsmanship and respect. Players may chant and cheer on their teammates, but at no time should a chant be directly aimed towards an opposing player. Chanting must not be used to intimidate or distract an opposing player and must pause once a pitcher comes to the set position.

All players, coaches, managers, sponsors, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Members of the baseball committee have the authority to remove anyone from the park at any time for unsportsmanlike conduct. Any player, coach, manager, sponsor, or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and/or a baseball committee member. Failure to leave when asked will result in a police escort from the grounds.

Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and will be suspended and potentially banned.

Any coach, manager, player, sponsor, or spectator ejected from a game shall immediately remove themselves from the park for the remainder of the game. Any PBYSA volunteer (coach, manager, official team parent) who is ejected from a game will automatically be disqualified for participation in the next game as well. Any PBYSA volunteer who receives a second ejection in a season will be suspended indefinitely. Suspensions are appealable to the PBYSA Executive Board which meets the 2nd Wednesday of each month.

### **Perdido Bay Youth Sports Association Coaches Code of Conduct**

- Reserve constructive criticism for a private moment...praise in public, reprimand in private.
- Conduct all coaching from the assigned designated areas.
- Refrain from running up a score on a weaker opponent.
- Never use profanity in the presence of any players.
- Always abide by a doctor's decision in all matters of a player's health and injuries, as well as physical abilities to play.
- Never hit, strike, or molest any player in any manner at any time. (Violators will be removed from the program and charges will be pressed).
- Do not teach unsportsmanlike strategies.
- Abide by the rules and regulations set forth in the PBYSA by-laws and Baseball Committee Rules and decisions.
- Always display good sportsmanship in the presence of the players.
- Have players congratulate opponents following a game.
- Teach the training program described for you by the association, and don't take on your own agenda.
- Always ensure your players are learning and having fun.

### **Perdido Bay Youth Sports Association Coaches Code of Ethics**

- I hereby pledge to live up to my responsibilities as a PBYSA Coach by following the PBYSA Coaches' Code of Ethics.
- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will promise to review and practice the first aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and "I" will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach and I will teach the rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for the children and not the adults

**Remember: No one can take the fun out of the game faster than coaches and parents!**

Coach Name \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

## **PBYSA Baseball Parent Pledge**

**Disclaimer:** Refusal to agree to and abide by guidelines set forth in the Parent Pledge can result in dismissal from the program without a refund.

1. **I pledge to get my child to practice and games on time.** I understand that it can be embarrassing for my child to be late and that I may be putting him/her at risk by not providing adequate time for warm up. I will be on time to pick up my child from all games and practices. This shows respect for the coach, and it tells my child that he or she is my top priority. I will not drop off my child or any other child and leave them unattended. Unless another adult is given specific directions and responsibility for your child, you cannot leave the child at the field alone.

2. **I pledge to use positive encouragement to fill my child's Emotional Tank** because athletes do their best when their "Emotional Tank" is full. I understand that fewer than 1% of youth sports participants receive college scholarships and that the top three reasons kids play sports are a) to have fun, b) to make new friends, and c) to learn new skills. I understand that the game is for the players, and I will keep sports in the proper perspective.

3. **I pledge to reinforce the ELM Tree of Mastery with my child (E for Effort, L for Learning and M for bouncing back from Mistakes).** Winners are people who make maximum effort, continue to learn and improve, and do not let mistakes, or fear of making mistakes, stop them. I understand that mistakes are an inevitable part of any game and that people learn from their mistakes. I understand that children are born with different abilities and that the true measure is not how my child compares to others but how he/she is doing in comparison to his/her best self.

4. **I pledge to "Honor the Game."** I understand the importance of setting a good example for my child. No matter what others may do, I will show respect for all involved in the game including coaches, players, opponents, opposing fans, and officials. I understand that officials make mistakes. If the official makes a "bad" call against my team, I will Honor the Game and be silent!

5. **I pledge to refrain from yelling out instructions to my child.** I understand that this is the coach's job. I understand that games are chaotic times for children trying to deal with fast-paced action and respond to opponents, teammates and coaches. I will limit my comments during the game to **encouraging my child and other players for both teams.**

6. **I pledge to refrain from making negative comments about my child's coach in my child's presence.** I understand that this plants a negative seed in my child's head that can negatively influence my child's motivation and overall experience.

7. **I pledge to not use profanity at any sporting event** (games or practices).

8. **I pledge to not use tobacco or alcohol at any sporting event** (games or practices).

9. **I pledge to help the team fulfill the team's financial requirements, either through sponsorships, fundraisers, or parental contribution**

10. **I pledge to adhere to all rules and decisions set down by the Baseball Committee.**

11. **I agree to help clean up the grounds/facilities.** It is through volunteerism that we will keep our registration fees down.

12. **I will not bring any pets to the Southwest Escambia County Sportsplex.** Pets are not allowed per county rules ordinance Code 1985, § 1-4-10; Ord. No. 2010-9, § 3, 4-8-2010.

Players Name \_\_\_\_\_

Parents Signature \_\_\_\_\_ Date \_\_\_\_\_