

2024 Players, Parents, and Coaches Code of Conduct

1. Players Shall:

- a. Display good sportsmanship and team-play at all times.
 - a. Sportsmanship is defined as treating all peer and opposing players, coaches, umpires, and fans with respect and only outwardly exhibiting positive feedback and reaction to any game situation.
- b. Follow the direction of the coaching staff.
- c. Respect all coaches, players, league officials, umpires, and spectators.
 - a. Respect is defined as politely and acceptingly interacting with others.
- d. Make every attempt to be on time and ready to play for all games and practices.

Players Shall Not:

- e. Use abusive or profane language.
- f. Taunt or humiliate any other player.
- g. Question an umpire's call.
- h. Abuse, mistreat, or mishandle any GBA equipment or property, as well as their own equipment (e.g., throwing of helmets, bats, or gloves).
- i. Endanger any individual by throwing materials or inflicting harm in any manner aside from the natural play of baseball.
- j. Only players that are scheduled to play a game are allowed in the dugout area and field.

2. Parents:

- a. Will have player(s) prepared and arrive at coach determined time for games and practices.
- Will respect other teams and avoid any confrontation with opposing players, spectators, or coaches.
- c. Will not question an umpire's call.
- d. Will support the rules, regulations, and bylaws established by the GBA.
- e. Will comply with the decisions made by league officials.
- f. Will treat all players, coaches, and umpires fairly and with respect.
- g. Will not ridicule or demean players, coaches, umpires, or league officials in any public forum.
- h. No parent or guardian is allowed in a player's dugout or permitted on the playing field at any time unless the parent is a coach with clearances on file.
- i. Any parent who may have a concern or issue that involves a coach's conduct or the Association shall bring that concern to the attention of an elected GBA Board Member or Player Agent before going directly to a league coach.

3. Coaches:

- a. Will not use any tobacco products in the dugout or on the playing field.
- b. Will comply with the decisions of the league officials and observe all rules, policy and procedures established by the GBA.
- c. Will not tolerate behavior that endangers the health and well-being of a child.
- d. Will treat all players, parents, spectators, and league officials with respect.
- e. Will ensure that winning and/or losing teams do so in a manner which exhibits respect and good sportsmanship.
- f. Will do their best to provide the players with a positive experience and provide instruction in a manner that is constructive and supportive.

Consequences:

- First offense Player is ejected from the current game and after a meeting of 5 individuals, a written warning will be signed by the 5 individuals consisting of player, parent, coach, league VP, and president.
- 2. Second offense 1-3 game suspension as decided upon by president, league VP, and player agent.
- 3. Third offense Player is suspended for the remainder of the season.

*The following offenses bypass the first tier and immediately go to second tier: Any physical harm toward another player, coach, fan, or self, including negligent behavior resulting in harm.

All members of the Greenfield Baseball Association are subject to consequences which may lead to discipline or possible termination of membership as determined necessary by the GBA Board of Directors due to failure to comply with the code of conduct. All members agree to abide by these rules as part of their registration in the program. It is the responsibility of all members to be familiar with the guidelines set forth in the code of conduct. GBA has a player agent who is a resource for mediation, guidance, and clarification on all matters. The player agent's contact info can be found below.

Player Name:	Team:
Player Signature:	_
Parent Signature:	_
Coach Signature:	Date:

2024 Player Agent Info:

Name: Andy Butch

Contact: andybutch1974@yahoo.com, 412-913-9845