



2026 PARENT INFORMATION PACKET

Midget Boys

Includes:

1. Evaluation Information
2. General Information
3. Code of Conduct
4. Concussion information and return to play policy
5. Thorguard
6. Park Complex Rules
7. Complex Addresses
8. League Rules

Please read over the enclosed materials. If you have questions, please contact the Recreation Department at 912-764-5637. Thank you for your cooperation.

www.bullochrec.com

Bulloch County Recreation and Parks Department
2026 Youth Baseball & Softball Player Evaluation Schedule

T-Ball, Rookie, Tiny Mite Boys Baseball and Tiny Minor Girls Softball
Leagues will not participate in Player Evaluations

Midget Boys Baseball

Wednesday, Feb. 18th

Area	Evaluation Location	Times
• Statesboro	Mill Creek Field #9	6:00PM
• Portal	Portal SB Field	6:00PM
• Brooklet	Brooklet Field #1	6:00PM
• Stilson	Stilson Field # 2	6:00PM
• Nevils	Nevils Field #2	6:00PM

Minor Boys Baseball

Thursday, Feb. 19th

Area	Evaluation Location	Times
• Statesboro	Mill Creek Field #9	6:00PM
• Portal	Portal SB Field	6:00PM
• Brooklet	Brooklet Field #1	6:00PM
• Stilson	Stilson Field #1	6:00PM
• Nevils	Nevils Field #1	6:00PM

Midget Girls Softball

Tuesday, Feb. 24th

Area	Evaluation Location	Times
• Statesboro	Mill Creek Field #3	6:00PM
• Portal	Portal SB Field	6:00PM
• Brooklet	SEBHS	6:00PM
• Stilson	SEBHS	6:00PM
• Nevils	SEBHS	6:00PM

All Players must be evaluated before being placed on a team

All Baseball & Softball Teams will be posted on Friday, February 27th at 5:00PM.

- Website - www.bullochrec.com
- Practices will Begin the week of March 9th

General Information

Baseball / Softball teams posted	Feb 27 th
Local Track Meet @ Statesboro High	March 14th
Baseball / Softball practices begin	Week of March 9 th
Georgia Southern Spring Break	March 16 th – 20 th
Swing Into Spring (Opening Day)	March 21 st
BOE Spring Break (No Games)	April 6 th – 10 th
Pitch, Hit and Run	April 15 th
End of Rec. Baseball/Softball Season	May 7 th

Uniforms

- BCRP will provide a jersey, team cap, 1 pair of socks.
- Participants must purchase **grey** baseball pants.

Young Athlete Code of Conduct

- ✓ To have sports be a safe experience, free from abuse and violence
- ✓ To have fun learning, trying new things and being able to practice and play
- ✓ To follow rules
- ✓ To tell parent (or other trusted adult) about any abuse
- ✓ To try our hardest and best
- ✓ To learn the values of teamwork – helping and supporting one another
- ✓ To learn ways to deal with pressure and frustrations
- ✓ To care about what happens to others
- ✓ To settle conflicts without saying or doing things that hurt others
- ✓ To treat coaches and officials with respect
- ✓ To treat others as you want to be treated
- ✓ To be a good sport (how you talk to others and how you behave)
- ✓ To let your parents and coaches know what you need

Sport Parent Code of Conduct

We, the Statesboro Bulloch County Park & Recreation Department, have implemented the following Sport 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 sports facility and be suspended from the following game(s). 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
- 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 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 sports 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 to do one's best.
11. I will praise my child for competing fairly and trying hard.
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 well-being 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.

Parent/Guardian Signature

Concussion INFORMATION SHEET



CDC HEADS UP
SAFE BRAIN. STRONGER FUTURE.

This sheet has information to help protect your children or teens from concussion or other serious brain injury. Use this information at your children's or teens' games and practices to learn how to spot a concussion and what to do if a concussion occurs.

What Is a Concussion?

A concussion is a type of traumatic brain injury—or TBI—caused by a bump, blow, or jolt to the head or by a hit to the body that causes the head and brain to move quickly back and forth. This fast movement can cause the brain to bounce around or twist in the skull, creating chemical changes in the brain and sometimes stretching and damaging the brain cells.

How Can I Help Keep My Children or Teens Safe?

Sports are a great way for children and teens to stay healthy and can help them do well in school. To help lower your children's or teens' chances of getting a concussion or other serious brain injury, you should:

- Help create a culture of safety for the team.
 - Work with their coach to teach ways to lower the chances of getting a concussion.
 - Talk with your children or teens about concussion and ask if they have concerns about reporting a concussion. Talk with them about their concerns; emphasize the importance of reporting concussions and taking time to recover from one.
 - Ensure that they follow their coach's rules for safety and the rules of the sport.
 - Tell your children or teens that you expect them to practice good sportsmanship at all times.
- When appropriate for the sport or activity, teach your children or teens that they must wear a helmet to lower the chances of the most serious types of brain or head injury. However, there is no "concussion-proof" helmet. So, even with a helmet, it is important for children and teens to avoid hits to the head.

 **Plan ahead.** What do you want your child or teen to know about concussion?

How Can I Spot a Possible Concussion?

Children and teens who show or report one or more of the signs and symptoms listed below—or simply say they just "don't feel right" after a bump, blow, or jolt to the head or body—may have a concussion or other serious brain injury.

Signs Observed by Parents or Coaches

- Appears dazed or stunned
- Forgets an instruction, is confused about an assignment or position, or is unsure of the game, score, or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior, or personality changes
- Can't recall events *prior to* or *after* a hit or fall

Symptoms Reported by Children and Teens

- Headache or "pressure" in head
- Nausea or vomiting
- Balance problems or dizziness, or double or blurry vision
- Bothered by light or noise
- Feeling sluggish, hazy, foggy, or groggy
- Confusion, or concentration or memory problems
- Just not "feeling right," or "feeling down"

Talk with your children and teens about concussion. Tell them to report their concussion symptoms to you and their coach right away. Some children and teens think concussions aren't serious, or worry that if they report a concussion they will lose their position on the team or look weak. Be sure to remind them that *it's better to miss one game than the whole season.*



CONCUSSIONS AFFECT EACH CHILD AND TEEN DIFFERENTLY.

While most children and teens with a concussion feel better within a couple of weeks, some will have symptoms for months or longer. Talk with your children's or teens' healthcare provider if their concussion symptoms do not go away, or if they get worse after they return to their regular activities.

What Are Some More Serious Danger Signs to Look Out For?

In rare cases, a dangerous collection of blood (hematoma) may form on the brain after a bump, blow, or jolt to the head or body and can squeeze the brain against the skull. Call 9-1-1 or take your child or teen to the emergency department right away if, after a bump, blow, or jolt to the head or body, he or she has one or more of these danger signs:

- One pupil larger than the other
- Drowsiness or inability to wake up
- A headache that gets worse and does not go away
- Slurred speech, weakness, numbness, or decreased coordination
- Repeated vomiting or nausea, convulsions or seizures (shaking or twitching)
- Unusual behavior, increased confusion, restlessness, or agitation
- Loss of consciousness (passed out/knocked out). Even a brief loss of consciousness should be taken seriously

► **Children and teens** who continue to play while having concussion symptoms, or who return to play too soon—while the brain is still healing—have a greater chance of getting another concussion. A repeat concussion that occurs while the brain is still healing from the first injury can be very serious, and can affect a child or teen for a lifetime. It can even be fatal.

What Should I Do If My Child or Teen Has a Possible Concussion?

As a parent, if you think your child or teen may have a concussion, you should:

1. Remove your child or teen from play.
2. Keep your child or teen out of play the day of the injury. Your child or teen should be seen by a healthcare provider and only return to play with permission from a healthcare provider who is experienced in evaluating for concussion.
3. Ask your child's or teen's healthcare provider for written instructions on helping your child or teen return to school. You can give the instructions to your child's or teen's school nurse and teacher(s) and return-to-play instructions to the coach and/or athletic trainer.

Do not try to judge the severity of the injury yourself. Only a healthcare provider should assess a child or teen for a possible concussion. Concussion signs and symptoms often show up soon after the injury. But you may not know how serious the concussion is at first, and some symptoms may not show up for hours or days.

The brain needs time to heal after a concussion. A child's or teen's return to school and sports should be a gradual process that is carefully managed and monitored by a healthcare provider.

To learn more, go to cdc.gov/HEADSUP



CDC HEADSUP



Discuss the risks of concussion and other serious brain injuries with your child or teen, and have each person sign below.
Detach the section below, and keep this information sheet to use at your children's or teens' games and practices to help protect them from concussion or other serious brain injuries.

I learned about concussion and talked with my parent or coach about what to do if I have a concussion or other serious brain injury.

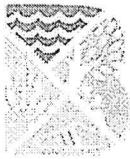
Athlete's Name Printed: _____ Date: _____

Athlete's Signature: _____

I have read this fact sheet for parents on concussion with my child or teen, and talked about what to do if they have a concussion or other serious brain injury.

Parent or Legal Guardian's Name Printed: _____ Date: _____

Parent or Legal Guardian's Signature: _____



RETURN TO PLAY POLICY

If a youth athlete is removed from play, and the signs and symptoms cannot be readily explained by a condition other than concussion, the coach or other designated personnel shall notify the Bulloch County Recreation and Parks staff. Bulloch County Recreation and Parks shall not permit the youth to return to play or participate in any supervised team activities involving physical exertion games, competitions, tryouts or practices that day and until the youth athlete is evaluated by a health care provider. Bulloch County Recreation and Parks must receive written clearance from the health care provider for a full graduated return to play.

“Health Care Provider” means a licensed physician or another licensed individual under the supervision of a licensed physician, such as a nurse practitioner, physician assistant or athletic trainer, who has received training in neuropsychology or concussion evaluation and management.

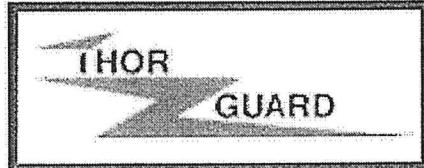
Thor Guard

Lightning Prediction System

“A Proactive Solution for Lightning Safety”

How it Works

- * Sensors measure and analyze the electrostatic fields in the atmosphere
- * Predicts the possible occurrence of lightning 8 - 20 minutes before it could potentially strike



Operational Statistics

- * The system has a coverage area radius of 2.5 miles
- * It is 97% accurate within a 2-mile radius
- * System operates seven days per week, from 8am - 9:30pm in the months of March - November.

When a Threat is Detected

- * Warning horn will sound with an uninterrupted 15-second blast and a strobe light will flash when there is the potential for a lightning strike within the coverage area
- * Once a threat is detected, the system continuously updates data about energy in the air 50 times per second to see if the atmosphere still retains the potential energy necessary for a lightning strike
- * Upon hearing the horn blast and/or seeing the strobe light, park users must leave the park and seek appropriate shelter

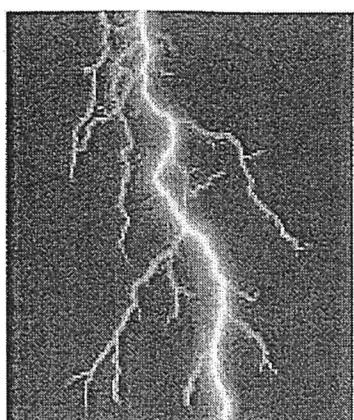
What Qualifies as Appropriate Shelter

- * Inside buildings, hard-top vehicles or other lightning protected facilities and amenities

As a Last Resort: Seek low-lying areas or dense woods

What to Avoid

* Open areas/isolated trees	* Overhead wires/power lines
* Water	* Elevated ground
* Metal	* Maintenance Machinery
* Wire Fences	* Open top or soft top vehicles



When the Threat has Diminished

- * The horn will sound three short 4-second blasts and the strobe light will turn off
- * The horn signals that normal activity may resume

Thorguard Location

- * near pond at Mill Creek Regional Park

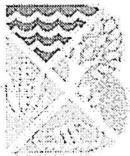
Other Non-covered Locations

- * Signal horns may not be at your site, but at a site within ear shot. If you hear the alarm, please leave the park immediately.

If you have any questions or concerns regarding the Thorguard Lightning Prediction System, please contact the Statesboro-Bulloch Parks and Recreation Department at (912) 764-5637 or mail@bullochrec.com.

Please visit our website for more details: www.bullochrec.com.

Please enjoy your day at beautiful Mill Creek Regional Park!



Park Complex Rules

*****NO PETS ALLOWED*****

1. No Drugs, Alcohol, Tobacco, E-Cigarettes, Weapons, or Vaping of any kind are allowed inside complex.
2. No Skates, Skateboards, Rollerblades, or Bikes are allowed inside complex.
3. Only Players and Coaches will be allowed in the team technical area.
4. Bulloch County is not responsible for accidents or injuries incurred while using the park or its facilities.

Field Locations

Brooklet Park	BR	416 N. Cromley St, Brooklet GA
Mill Creek Park	MC	1388 Hwy 24 East, Statesboro GA
Nevils Park	N	8438 Nevils-Groveland Road, Nevils, GA
Portal Elementary	PES	328 Grady St S, Portal, GA 30450
Portal High Softball Field	PHS	27245 Hwy 80 West, Portal GA (Left at caution light, 2 nd road on right)
Stilson Park	ST	15340 Hwy 119 Connector, Brooklet GA
Memorial Park	MEM	1 Max Lockwood Dr, Statesboro GA
Jaycee Park	JC	1 Max Lockwood Dr, Statesboro GA
Pee Wee	PW	1 Max Lockwood Dr, Statesboro GA

BULLOCH RECREATION AND PARKS **Midget Baseball Policies and Rules**

The Bulloch County Parks and Recreation Department baseball/softball program is offered for all boys and girls ages 5 through 18. This program is designed so all of Bulloch County's youth may have the opportunity to participate in a well organized, safe and fun program. The program is designed to teach the participant the fundamental skills involved in baseball/softball such as hitting, throwing, catching and base running, as well as the basic rules of the game.

Article I: ELIGIBILITY

- A. The age of a participant on August 31st will determine which age division he will participate.
- B. Age Classifications for Midget Baseball is 12 and under prior to September 1st.

Article II: REGULATIONS

- A. Governing Rules
 - 1. The local governing body for youth programs is the Statesboro-Bulloch County Parks and Recreation Department.
 - 2. BCRP uses the current regulations and rules of the GRPA (Georgia Recreation and Parks Association) and of the Georgia High School Association constitution and by-laws with exception as may be found in this manual.
- B. Games
 - 1. A regulation game shall consist of six (6) innings or one (1) hour and thirty (30) minutes time limit (90 minutes).
 - 2. A game tied after regulation play will remain a tie.
 - 3. The score for a forfeited game shall be recorded as 7-0.
 - 4. A game shall be considered complete after five (5) innings with eight (8) runs, four (4) innings with twelve (12) runs, or three (3) innings with fifteen (15) runs. Teams may utilize any time left on the clock for practice.
 - 5. Policy on inclement weather - Regular season games stopped in progress will be considered complete if more than half the game time (45 minutes or more) or innings (3 or more) have been played. Games not started will be made up as soon as possible if time allows.

Article III: SPECIAL PROVISIONS

- A. Equipment & Uniforms
 - 1. Catchers should wear full protective equipment, provided by BCRP, including mask, protective helmet, body protector and shin guards. **Protective cups, furnished by the**

participant, is imperative (even in warm-up).

2. All batters, base runners and offensive players outside the dug out must wear the protective batting helmet. Helmets do not require a facemask. C-flaps are approved. If the helmet is removed intentionally, they will be ruled out.
3. The official bat shall be round, and a made of wood, metal or other acceptable material for batting as approved by the National Federation. Bat sizes shall not exceed thirty-three inches (33") in length and two and five-eighths inches (2 5/8") in diameter. Bats that are damaged or altered will be ruled illegal. Approved bats must have the "USA Baseball" approved stamp to be eligible for SBCPRD recreation play.
4. All players should be in full uniform issued by BCRP, including a cap and team jersey. The gray baseball pants, socks, shoes and glove is to be furnished by the participant. (NO STEEL CLEATS) No jewelry may be worn during the games. Braces must be wrapped with an ace bandage.

B. Playing Field

1. The pitching distance for Midget Baseball shall be 50 feet from home plate.
2. Base distance will be 65'.

C. Playing Terms; Practice & Game Requirements; Substituting; Coaching, Bench, Player and Spectator Conduct

1. The home team sits on the first base side of the field. The home team is the team listed on the right side of the schedule. (IE: Tigers vs Bears: The Bears would be the home team).
2. Line-ups shall be given to the official scorekeeper ten (10 minutes) prior to game time. All players present must be listed in the batting order (or substitutes) and any ten (10) may play defense. If a player is late, they will be added to the bottom of the batting order. (If a player is not being played due to missing practice/game, the scorekeeper must be notified).
3. It is the parent's responsibility to get their child to all practices and games. The coach should be contacted if a player will not attend practice or a game. The coach may bench the player for missing practice/game.
4. A team must start and finish game with no fewer than seven (7) players.
5. It is recommended that all players who attend practice should play at least three (3) innings or half the number of innings played per game. All eligible substitutes (who have not been in the game) should enter the game at the fourth (4th) inning or after 35 minutes of time has expired, which ever comes first.
6. If a player does not play for disciplinary reasons, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:
1st offense: Verbal warning
2nd offense: Written warning
3rd offense: Suspension of coaching duties
***Any confirmed violations may result in immediate dismissal.

7. BCRP youth baseball/softball program has free substitution, except pitchers.
Once a pitcher leaves the mound, he cannot return to the mound in that game, regardless off innings pitched or number of pitches thrown.
8. Only certified coaches designated by the Recreation Department will be allowed in the dugout. Coaches shall not leave the dugout except to coach bases or confer (charged time conference) with the players or umpires. All persons entering the dugout shall be players or a certified & designated coach.
9. A coach or assistant coach may sit, kneel or stand just outside the dugout gate to direct the defense. However if the umpire deems that you are interfering with the base coaches you will go inside the dugout. All persons entering the dug-out shall be limited to players and certified coaches (one coach and two assistants). Coaches must notify the Department staff in the event of an injury to any player, whether the accident occurs during practice or during a game.
10. There will be no hollering or harassing the players on the opposing team by parents, spectators, players or coaches.
 - Any player, coach, or spectator acting in an unsportsmanlike manner, or in any way that could prove detrimental to the league players, umpires, staff or spectators will be subject to disciplinary action by SBCPRD and asked to leave the facility.

11. **No use of any tobacco products is allowed on the premises of any BCRP Facility.**

D. Pitching and Charged Conferences

1. Any player whose name appears on the team roster may pitch in not more than six (6) innings per week during regular season games. (The week begins on Monday and ends Sunday).
* If games are suspended, the pitching regulations will still apply.
NOTE: The penalty for violation of using a pitcher who is not eligible to pitch will result in forfeiture of the game provided it is reported or discovered prior to 5 p.m. the next day.
3. No balks will be called in Midget Baseball.
4. **No curve balls will be permitted.** A pitcher will be allowed to throw a change up pitch (a slow thrown ball). If in the umpire's judgement, the pitcher is throwing breaking balls (curve balls) an illegal pitch will be called and the batter will be awarded a ball. If the pitcher continues to throw curve balls (breaking balls) on or after the fifth (5th) pitch, the pitcher will be removed from the game.
5. If a pitcher hits a batter and in the umpire's judgement, it was intentional, the pitcher is automatically ejected from the game. If a pitcher hits three (3) consecutive batters during a game, the pitcher must be removed from the mound but may play another position on defense.
- 5.. Each team will be granted three (3) charged conferences (defense) per game without penalty. Any defensive charged conference in excess of three (3) will result in removal of the pitcher from the pitching position for the remainder of the game.

E. Batting and Baserunning

1. Any player throwing a bat, helmet, etc. (equipment) will result in a team warning the first time and any time after the warning any player who commits this act will be called out. If the situation is flagrant, no warning may be granted and the player maybe ejected (umpires judgement).
2. Three (3) strikes results in an out and four (4) balls results in a walk.
3. Bunts are legal!
4. Courtesy Runners may be used at any time for the catcher. NOT the pitcher. The courtesy runner will be the last batted out.
5. Ten batters (10) or three outs (3) will constitute an inning. When the tenth batter comes to the plate, the official scorekeeper will tell the plate umpire, who will notify both teams. The inning will end by:
 - (1) When the tenth batter comes to the plate, this will be treated as if there are two outs.
 - (2) Any forced out or caught fly ball.
 - (3) The ball is in front of the runner closest to home plate so that no one can score.
 - (4) Retrieving the ball and touching home plate (on the tenth batter).
 - (5) In the judgement of the umpire, if a player is intentionally walked, the next player will bat even if it is the 11th batter. Batter hits, end inning. Intentionally hit, 11th batter.
 - (6) Rule F DEAD BALL- TIME CALLED, will not be infect.
5. There will be no intentional walks.
6. Any player unable to bat due to illness, injury, or school function will not be called out; his position in the batting order will be skipped. (The player with the illness or injury must be verified by the field supervisor and his/her parents.) * Once a player is declared injured or ill, they will not be allowed to re-enter the game. The player who made the last out may replace an injured runner.
7. The batter will not be allowed to run (advance to 1st) if the catcher misses or drops the third strike. All runners on base may advance at the risk of being put out.
8. Base stealing:
 - A baserunner is required to stay in contact with the base until the pitched ball has reached home plate, then and only then the baserunner is permitted to advance at his/her own risk of being put out. A delayed steal is legal only when that base runner is making a progressive movement toward the next base. Any motion toward the previous base will create a dead ball situation with time being called. If a runner stops, but does not make a motion towards the previous base, it is the fielder's responsibility to make the baserunner commit.
 - The runner(s) is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on the pitch is canceled. All other runners must return to the base held at the time of the pitch.
 - Baserunners are responsible for contact, they will not be allowed to run over any fielder. (Penalty: the baserunner is out.) If in the judgement of the umpire the contact is malicious the player is out and ejected from the game. On a play at the plate, the baserunner must make every effort to avoid

contact.

8. The offensive (Batting Team) team may be granted no more than one (1) charged conference per inning to permit the coach to confer with baserunners, the batter or any other offensive team personnel.

COURTESY RUNNER FOR CATCHER – 4 – 24 - 24

9. Infield fly rule is in effect.
10. Head first sliding is allowed.

F. DEAD BALL-TIME CALLED

1. When a player or coach requests "Time" the ball is dead only when the umpire grants "Time".
2. The defensive team must return the ball to the infield and in the possession of a player, either at the pitching rubber or in advance of the baserunner closest to home plate and that player asking for "TIME".

Article IV. League Standings

- a. League Standings will be determined by *total points*.

- b. Total points are figured by wins/losses/ ties.

Win = 1 Point

Loss = 0 Point

Tie = 0.5 Point

- c. Tie Breaker

1. Teams that forfeit at least one game would automatically drop one spot if tied with another team at the end of the season.
2. Head-to-Head Record
3. Fewest Runs Allowed
4. Teams that had coaches who did not attend the Coaches Clinic/Training would automatically drop one spot if tied with another team at the end of the season.
5. Coin Toss