

Calvary Academy Team Rules

1. There is a \$50.00 fee for all ballplayers. This fee is to help cover the cost of maintenance of the uniforms, equipment, medical supplies, and part of the cost of transportation of the team. (They may also be required to participate in fund raisers to cover the cost of tournaments, etc.)
 - Cheerleader fee is \$75.00; their shoes are purchased for them.
 - Pep Club is required to purchase their shirts.
2. The sports that we compete in are team sports. Participation is encouraged but not required. It is a privilege to be a part of a team. The life lessons learned are invaluable – it is more than just sports.
 - Teamwork requires a commitment to each other, it does not revolve around an individual. When one individual is not there – the team does suffer. Consequently, all ball players and cheerleaders:
 - Must be at every practice – failure to be at practice means that they do not dress for the next game.
 - Must be at every game – even if they are not dressing for that game, they must sit the bench with their team. Failure to support their team results in not dressing for the next game.
 - Three missed practices or games in a season means that the player or cheerleader will be cut from the team.
 - Exceptions that apply are a death in the immediate family and hospitalization.
 - Sports teaches the necessity to work through difficulties – sickness (the flu – sore throat – headache – etc.) are not excused.
3. Team Captains and Cheerleaders are, by virtue of their position, leaders in the school. We expect leaders to lead by example. They must follow more rigid guidelines than the other students.
 - They must have a ministry in their local church where they are in active service to God.
 - They must follow the dress standards of Calvary Academy while away from the campus.
4. Transportation to and from the games will be provided by the school and ball players and cheerleaders will utilize this transportation. A team must stick together.
 - Riding together to a game helps a team prepare the mind for the game.
 - Riding home together allows a team to rejoice and relive the victory together or to mourn and reflect on the defeat together.

*The above is in effect as of November 2008 and will involve basketball, volleyball, cheerleading, and pep club.