

Team Dinger/CM Baseball League Scholarship Application

CM Baseball League is an Arizona non-profit organization 501(c)(3) and offers full or partial scholarships to deserving players. It is the intent that financial responsibilities should not be the reason that a child not be eligible to play with CM Baseball League. We offer scholarships to the extent that monies are donated by our Sponsors and prioritized on evidence of need.

To be eligible for a scholarship, you will need to provide CM Baseball League with Evidence of Financial Hardship. Additional supporting documentation may be requested. The information provided in the Explanation section below should address details of specific and legitimate hardship.

In order to qualify for a Scholarship, the player's family must have no outstanding balance due from previous seasons, must complete this application, must make partial payments by the due date, and must provide proof of income.

The following automatically qualify as legitimate hardship:

1. Player has approved eligibility for Arizona National School Lunch Program (NSLP)
2. Player's parent/guardian is eligible for an Arizona WIC food program debit card
3. Player's parent/guardian is eligible for the Arizona Cash Assistance - Temporary Assistance for Needy Families (TANF) program
4. Player's parent/guardian is eligible for the Arizona Utility Assistance Program (LIHEAP)

If any of the above apply, please attach a copy of the Eligibility, fill out page 1, and submit. If none of the above apply but you would still like to be considered for a partial scholarship, please fill out both page 1 and the Financial Hardship Explanation page (page 2 of this form).

Player Name: _____

Player School and Grade: _____

Player GPA: _____

Parent/Legal Guardian Name: _____

Number of Dependents in the Family: _____

Home: Own / Rent (circle one) Address: _____

Parent/Legal Guardian Phone: _____

Parent/Legal Guardian Email Address: _____

Family Income: _____

How much can you afford to pay per month? _____

