

# Game On Arena Sports

## TEAM REGISTRATION FORM

DATE: \_\_\_\_\_ TEAM NAME: \_\_\_\_\_

COACH: \_\_\_\_\_

HOME PHONE: (        ) \_\_\_\_\_ CELL PHONE: (        ) \_\_\_\_\_

EMAIL ADDRESS: \_\_\_\_\_

**TEAM REGISTRATION FEE:** \$325\* - U5 & U6 LEAGUES \$580\* - U7 THRU U14 \$610\* - U15 THRU ADULT  
\*\$25 discount applies to all teams that are **PAID IN FULL** PRIOR TO THEIR FIRST GAME OR FIRST SCHEDULED GAME OF THE NEW SEASON. NO EXCEPTIONS – ALL FEES MUST BE PAID PRIOR TO THE FIRST GAME TO BE ELIGIBLE FOR DISCOUNT.

**REFEREE FEES:** U7 thru U14 - \$6 per game per team (\$48 total for the season)  
U15 thru High School JV - \$8 per team per game (\$64 total for the season)  
High School, Men, Women and Coed Leagues -\$12 per game per team (\$96 total for the season)

**ID CARDS:** United States Indoor Soccer Association Yearly ID Cards per Coach/Player: Youth - \$16 Adult - \$18

### Youth Age Groups (select one)

(if you are not sure which age group to select please reference the NTSSA Youth Age Chart. A copy of the chart can be found on the homepage of our website ([www.gameonarenasports.com](http://www.gameonarenasports.com)) under "Important Documents".

Girls _____	Boys _____	Recreational _____	Competitive _____	
U5 _____	U9 _____	U12 _____	U15 _____	U18 _____
U7 _____	U10 _____	U13 _____	U16 _____	
U8 _____	U11 _____	U14 _____	U17 _____	

### Adult Age Groups (select one)

Women Open _____	Coed Open _____	Men Open _____
Women Recreational _____	Coed Div II _____	Men Div II _____
	Coed Recreational _____	Men Over 30 _____

**A \$100.00 DEPOSIT MUST BE PAID AT THE TIME OF REGISTRATION. REMAINING FEES MUST BE PAID IN FULL PRIOR TO THE START OF THE THIRD GAME (TO RECEIVE DISCOUNT PLEASE REFER TO INFO ABOVE REGARDING LEAGUE FEES/PAYMENT INFO). FAILURE TO PAY ALL FEES ON TIME WILL RESULT IN GAME FORFEITURE. IN ADDITION, AN OFFICIAL ROSTER MUST BE TURNED IN PRIOR TO THE START OF THE FIRST GAME. PLAYERS MAY BE ADDED UP TO THE THIRD GAME.**

\_\_\_\_\_  
COACH/MANAGER SIGNATURE

\_\_\_\_\_  
DATE