

SASL

Financial Commitment Form (SPRING season teams, U15-U19 BOYS)

i,, understand that I am expected to pay the following
fee for my child to participate on his/her SASL team. I also understand that the player can not participate in any team training or games and the player pass will not be issued until initial registration and any past due fees are paid in full. I also understand that if I fall behind on payments, that the player pass will be revoked and the player can not train or participate in activities. I understand that I am obligated to pay the full fee. I understand that the club will not release or permit my child to re-roster with another club until my financial obligation has been met.
Club Fees: \$600 (total)
Registration fee of \$150 is due on Commitment Day (by June 1st). Remaining club fees are due by the 10th of the month. Payments can be made online in your player account or by check (mailed to PO Box 1212, Sanford NC 27330). Payments received after the 10th will result in player pass being pulled and a \$25 late fee assessed to the account. If the player pass is pulled, the player will NOT be permitted to participate in any activity until all financial obligations are satisfied.
My preferred payment option:
Option 1 1 payment \$400 due October 10th (\$150 paid at Commitment Night)
Option 2 6 payments of \$75 due on the 10th of the month November-April
Team Fees: Team Fees will vary by team and are dependent on the amount of tournaments each team competes in. Team fees are collected by team managers and can be paid in installments over the course of the year. Team fees include tournament fees and head coach travel expenses.
Uniform: Uniforms are purchased by the player. SASL orders uniforms through soccer.com.
Refund Policy : Registration fee is non-refundable and non-transferable to other SASL programs. Club fees will be prorated for a season ending injury or if a family is relocating greater than 50 miles (player release must be completed). Parent Signature
Date
Child's Name
Email: