



FALL ADULT VOLLEYBALL INFORMATION

The season will begin the week of September 9th with placement games. Rosters are due by **Friday, August 30**. Fees are due by **Friday, September 13**.

The fee is \$185.00 for Coed Spike teams and \$160.00 for Women's and Coed Non-spike teams.

- Teams will play an average of 2 times per week, a total of 10 league games.
- Team shirts are not required.
- All matches are played at P&R Gym (315 E. 9th).

2013 ADULT VOLLEYBALL ROSTER

Please print clearly

(Rosters due by Friday, August 30)

Check one: _____ WOMEN'S (\$160) _____ COED (\$160) _____ COED SPIKE (\$185)

TEAM NAME _____

TEAM NAME last year _____ last season _____

MANAGER'S NAME _____

STREET ADDRESS _____

CITY _____ ZIP _____

PHONE (home) _____ (work or cell) _____

MANAGER'S e-mail _____ fax _____

All schedules and correspondence will be e-mailed to the above.

ALTERNATE CONTACT _____

PHONE (home) _____ (work or cell) _____

LEVEL REQUESTED: (circle) Above Average Average Not so good

ALL DECISIONS WILL BE FINAL IN CLASSIFICATION OF TEAMS.

TEAMS MAY BE SCHEDULED TO PLAY ANY NIGHT OF THE WEEK.

City of Stillwater Parks and Recreation is committed to an inclusive approach to recreation. Inclusion refers to a philosophy that goes well beyond nondiscrimination and takes a proactive approach to including all people in all programs and services. If you have a need for reasonable accommodations, please call the accessibility coordinator at (405)533-8505.

X _____ Date _____

FOR OFFICE USE ONLY

Date Received _____ By _____ Payment type _____ Reference # _____

TEAM FEE \$ _____

Division Assigned _____ Division Last Season _____ Record _____ - _____

ADULT VOLLEYBALL ROSTER

All players must be listed on this roster. In addition, all players on this roster must have a completed Adult Sports Registration card on file with the City of Stillwater Parks and Recreation Department.

TEAM NAME: _____

	NAME (PLEASE PRINT)	PHONE	CARD ON FILE (CHECK)
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

12 PLAYER LIMIT