coed kickball

Get out. Get going.

CITY OF KEARNEY PARK & RECREATION

KPR PO Box 1180 / Kearney, NE 68848 / 2005 1st Avenue / 308-237-4644 / Mon. - Fri. 8am-5pm / www.kearneyrec.org



spring league 2016

REGISTRATION INFORMATION:

- REGISTRATION BEGINS: Monday, December 7.
- REGISTRATION DEADLINE: Wednesday, March 9.
- ENTRY FEE: \$80.00 per team. Please make checks payable to "City of Kearney."
- HOW TO REGISTER:
 - By phone (using VISA, MasterCard, or Discover)
 - By mail (KPR, PO Box 1180, Kearney, NE 68848)
 - In person at the Kearney Park and Recreation Office (2005 1st Avenue)
 - NEW! Online at www.KPRregister.org
- In order to be officially registered, a team must: pay the registration fee, complete a registration form (including captain's name, address, phone number, e-mail address), and have a team name (rosters are not due until the 1st games). Mailed registrations must be received by the deadline.

LEAGUE INFORMATION:

- DAYS, DATES, TIMES:
 - Sundays, 2:00-5:00pm
 - Thursdays, 6:00-9:00pm (other weeknights possible depending on number of teams and weather)
 - March 24 late April
- LOCATION: Harvey Park
- MINIMUM AMOUNT OF GAMES: 5
- AGE: Players must be at least 15 years of age by the start of the season.
- LEAGUE FORMAT: Round robin league. Awards will be given to the league champions.
- OFFICIATING: KPR will supply at least one umpire per game.

OTHER INFORMATION:

- Teams will "pitch" to their own team. Maximum two "pitches" per kicker. Defensive teams will still field a "pitcher".
- The team captain will be responsible and be the spokesperson for the team. As a team captain, please recruit players that display good sportsmanship at all times.
- Teams must have a minimum of five females and five males.
- The league is limited in size, and teams will be accepted on a first come first serve basis.
 Don't wait to register! In order for games to be scheduled, teams will not be accepted after the deadline.



Registration Deadline: <u>WEDNESDAY, MARCH 9</u>
Get out. Get going. Play kickball!

