

Attention New Hampton 4th & 5th Graders

Register for FALL 2024 ~ 5th & 6th GRADE YOUTH TACKLE FOOTBALL

The New Hampton Youth Football program, a division of the *Youth Sports Foundation*, is available to any New Hampton area youth entering the 5th or 6th grade in the fall of 2024.

The tackle football program begins the week of August 12th and includes introduction skills for tackle football, and a six-game schedule. Games are held on Sundays beginning September 8th.

REGISTRATION-EQUIPMENT FITTING INFORMATION

DATE: Sunday, April 7th

TIME: 3:00 p.m.

LOCATION: New Hampton Community Center (112 E Spring St.)

WHAT TO BRING: Both parent (guardian) and player must attend the registration. Player is fitted for equipment at this time.

TOTAL COST: \$170.00 registration fee. An optional hard cup chin strap is offered for an additional \$25.00. (cash, check, and credit cards accepted)

** A \$5.00 processing fee will be added to your total for payments made by credit cards.*

After Friday, June 28th a \$45.00 late fee will be added

Registrations after the scheduled area registration will be accepted at the discretion of the coordinator for each town. Team numbers are limited. No refunds after August 16th.

The Youth Sports Foundation offers: Certified Coaches, USA Football affiliation, and full equipment. Our focus is on learning fundamentals and an opportunity to learn the sport of tackle football without a highly competitive atmosphere.

Age Policy: During the football season, the registered YSF youth must be in the 5th or 6th grade AND must turn at least 10 years of age during the 5th grade school year AND must not turn 13 before September 15th of their 6th grade year.

Refunds (less \$35.00) offered up until 3:30 P.M. Friday, August 16th. Allow 4-6 weeks to process.

For further questions contact your area coordinator: *Tara Hackman (641) 330-8204*

tara.nhpark@gmail.com

Call the YSF office: 563-288-2541

To learn more about the Youth Sports Foundation visit our website: www.youthsportsfoundation.org