

**AMATEUR SOFTBALL ASSOCIATION
2010 CITY OF RICHMOND SOFTBALL LEAGUE APPLICATION**

Name of Team: _____

Manager's Name: _____

Home Address: _____

NOTE: If business address is used, list name of business and verify business mailing address.

City: _____, VA Zip _____

Home Phone: _____ Business Phone: _____

E-Mail address (**MUST HAVE ONE FOR YOUR TEAM**): _____

OTHER INFORMATION

1. New Team _____ Name of 2009 Spring/Summer Team _____

2. Name of 2009 League _____ 2009 League Standing _____

3. Type of Roster: Open Roster _____ or All Employee Roster _____

4. Type of Team: Men's _____ Women's _____ Co-Rec _____

Unlimited Runs _____ 20 Run Limit _____ 15 Run Limit _____

5. Type of League: 28 games (doubleheaders) _____ 15 games (single games) _____

6. Option Selected _____ Extra Balls \$ _____ Total Amount Paid \$ _____

7. Field Locations: Henderson Complex and Parker Field.

8. Desired nights (**Please read carefully and be sure to place a number in each night**).
Place a number in the nights that you can play in order of preference, (1 for first choice, 2 for second choice, etc). Place a 0 for nights you cannot play.

Nights: Mon. _____ Tues. _____ Wed. _____ Thur. _____ Fri. _____

9. Which is more important to your team: Night selection or Location _____

Signed _____

As soon as possible, this form should be completed and sent with check in the amount of the estimated league fee (see league bill enclosed) payable to CENTRAL VIRGINIA A.S.A., and mail to CENTRAL VIRGINIA ASA, 6924 LAKESIDE AVENUE, SUITE 302, RICHMOND, VA 23228. **NO** application will be considered until the entry fee has been paid in full. League placement may be based on the date the application and entry fee are received.

FINAL LEAGUE MEETING: NEW LOCATION - Belmont Recreation Center, 1600 Hilliard Road on Tuesday, March 23, 2010 at 7:00 p.m. for all leagues.

NOTE: All players who do not reside in the City of Richmond must pay a \$20.00 fee before they can play in a league. **DO NOT MAIL A CHECK FOR NON-RESIDENT FEES AT THIS TIME.**