

Napoleon Flag Football

Grades 2nd thru 4th



Participant's Name:

Parent's Name(s):

Address:

Phone Number:

Email:

Grade:

T-Shirt Size (Youth)

☐ S ☐ M ☐ L ☐ XL

- Games to be played on Sunday afternoons at Oakwood Park beginning on September 19th
- Designated practice times are set for Wednesday evenings from 6:00 – 7:30 pm. at Oakwood Park
- Skill development and evaluations sessions: Aug. 22nd and Aug. 29th from 1:00 – 3:00 pm. Both sessions held at Oakwood Park. All players are expected to attend both sessions.
- Team selection will occur following evaluation sessions. Coaches will then contact players.

Fee: (check one)

☐ \$20.00 – resident* ☐ \$30.00 – non-resident

(A reduced participation fee program is available for qualified families. Contact the City Building for details.)

* Parent or legal guardian living within the Napoleon corporation limits or pays City of Napoleon income tax.
(Verification of residency may be required)

Make checks payable to the City of Napoleon

GENERAL RELEASE

I hereby grant my child permission to participate in the Flag Football recreation program and agree to release and hold harmless the City of Napoleon, the Napoleon Parks and Recreation, its officials, officers, employees, boards, and agents, including but not limited to all supervisors, coaches and assistants from any and all liability for damages resulting from injury to said child while engaged in the program. I also agree to release and hold harmless all public facility owners and their officials, officers, employees, and agents while engaged in this program.

Parent or Legal Guardian's Signature

Date

Emergency Phone Number

YES, I would be a volunteer coach for this program. Please contact me.

YES, I would be willing to assist the coach of my son/daughter's team.

Return to: Napoleon City Building, Parks and Recreation Dept., 255 W. Riverview Ave., Napoleon, OH. 43545.

Entry Deadline – Thursday, August 20th. Any questions email napoleonflagfootball@gmail.com or call the City Building at 592-4010