



F.C. San Diego

Scholarship Application & Agreement

2010-2011 Season

F.C. San Diego extends scholarships to competitive players to assist players with economic and financial needs. Financial assistance is available to pay the registration portion of the Player's financial commitment. Funds required to cover the Player's portion of tournament expenses is not included in the allotted scholarship. The Scholarship Criteria includes the following:

1. The Player must prove economic need with such need not based on race, creed, sex, religion or national origin.
2. The Player must be deemed by his/her Coach and the Director of Coaches to have (or will have) a positive, influential and beneficial impact to the team.
3. The Player must display and demonstrate at all times good team citizenship and not be a distraction to the Team, Coach, Team parents, or other Club Directors or Board members.
4. The Player must comply with at all times the Club's Code of Ethics.

All Scholarship players will be required to pay a minimum \$150 (Non-Refundable) administration fee at time of Registration. All Scholarship players and/or their parents will be expected to contribute a minimum of 8 hours of time during the season to assist the Club with club-wide events.

Player Application & Commitment

Date _____

Player Name _____ Team/Coach Age & Bracket _____

Full Scholarship _____ Partial Scholarship _____ (Amount Requested \$ _____)

Reason for scholarship request _____

Parental Commitment –

I will see that my child is in attendance at team practices, games and tournaments through the completion of State Cup. I also agree to contribute a minimum of 8 hours of volunteer time at club-wide events upon the request of the F.C. San Diego Board of Directors.

Parent Name (printed)

Parent Name (printed)

Parent Signature

Parent Signature

For club use only: Scholarship Granted (Yes/No) _____

Amount Awarded \$ _____

Coach's Name (Printed)

Coach's Signature

Date

Director of Soccer Signature

Date

Scholarship Committee

Date