



ORANGE COAST SPORTS ASSOCIATION MANAGER'S AGREEMENT FORM

Instructions:

PLEASE READ VERY CAREFULLY AND SIGN AT THE BOTTOM AND RETURN WITH YOUR APPLICATION.

Suspensions will occur to a Manager and other involved people on any team which:

1. Uses an ILLEGAL Player.
2. Consumes alcoholic beverages and/or unauthorized substances on school property.
3. Engages in any unsportsmen-like conduct while playing in an OCSA league(s) or on school property (eg. fighting, profanity, reckless driving in a school parking lot, etc.)
4. Any infractions will also result in a forfeiture of the game and loss of your forfeit bond.

Player additions/roster changes will be made after approval from the Director, Jesse James 714-618-1369. This will require at least a 24 – 36 hour notice and reply from the Director. A \$10.00 fee will be assessed for each change.

Roster strength determines league placement – OCSA judges rosters by the ability levels of the “best” seven players on each roster. If a team finishes first or second, they will be moved up one level. If that team add players who will improve their roster, that team will be moved up an additional level for each player added. For example, if Team X finished in “B-Gold”, they would be asked to move up to “A-Bronze”. If Team X added two players who improve that team, they would move up to “A-gold” or higher.

MAKE CHECKS PAYABLE TO “OCO GYM FUND”. NO CASH!!!!!!

Please note on your roster all new players (circle NEW if listed player did not play on the subject team during the previous/current season). This may affect overall ranking, please be careful to designate any and all new players.

One last note on illegal players: It is not worth a possible two year suspension from OCSA, NAU, WAU, KB, SCWAU leagues, and any other related leagues.

If a team is to suspended and the Manager will suffer the same consequence or penalty, OCSA will suspend whomever it deems responsible from the team’s active player list.

MANAGER'S SIGNATURE: _____ **Date:** _____

E-MAIL: _____ **CELL PH:** _____