

STONENWALL KICKBALL

FALL 2018 NEW PLAYER INFORMATION

League Basics

- Games on Sundays from 11 am to 6 pm at Stead Park and Francis Field.
- Opening games 9/9. Playoffs on 11/10 and 11/11. Backup dates for playoffs are 11/17 and 11/18. No regular games scheduled on 10/7.
- Up to thirty-two (32) teams, depending on team sizes.
- Four (4) divisions organized by level of competition.
- Minimum of eighteen (18) registered and paid players on a team.
- New Player Liaisons from the Leadership Team: Landon LaSyone (cobaltdivision@stonewallkickball.org) and James Leslie (dc.nelliesdivision@stonewallkickball.org)

New Player Registration: Five Opportunities to Register as a New Player

- Open Registration Events:
 - 8/15 - New Player Orientation & Registration | Nellie's | 7-8PM
 - 8/16 - New Player Recruitment Event & Registration | Cobalt | 7-9PM
 - 8/18 - Pre-Registration Social & New Player Registration | Duplex | 3-5PM
 - 8/19 - Pre-Registration Brunch & New Player Registration | Mission | 1:30-3:30PM
 - 8/20 - New Player Registration | Online Only | 12PM
- We will have laptops available for new players to register live at these events. Players must be present at the event in order to register.
- Open Registration Fee is \$60.00 (plus \$2.60 processing fee from Leagueapps).
- New players can join a group or team with approval from the captain.
- Those new players who do not register with a team will be entered as a free agent and transferred to a team later. New players may find a team at any time up through the Free Agent Social (see below).
- The league waitlist will open on 8/20 after the last registration session closes and the league is full.
- We will also have fundamentals clinics for new players on 8/18 at Marie Reed Park (2 pm — beginner/social, 3 pm — experienced/competitive).

Helpful Steps Through the Registration System

Step 1: Go to SKDC.info and hover over "Fall 2018 Registration" at the top of the page.

Step 2: Under "Fall 2018 Registration, click "League Registration" from the drop down menu.

Step 3: On right side: click Register. Select appropriate option: Free Agent, Team Captain, and Team Player.

For Team Players

Step 1: Enter Account Information, or log in.

Step 2: Select Team (Note: Team Captain must create team before players register for it).

Step 3: Enter Player Information, read and agree to waiver. Click Register for Season

Step 4: Enter Payment Information. Click Pay Securely for Registration and Go to Final Confirmation Page.

For Free Agents

Step 1: Enter Account Information, or log in.

Step 2: Enter Player information, read and accept waiver. Click Register for Season

Step 3: Enter Payment Information. Click Pay Securely for Registration and Go to Final Confirmation Page.

Free Agent Selection

- Free Agent Social: Tuesday, August 21 at 7-9PM at The Dirty Goose.
- For any free agent not selected at the Free Agent Social, the Leadership Team will work to have them placed on a team; however, free agents should recognize that *it is primarily **their** responsibility to join a team*. If in the unlikely event the Leadership Team is unable to place a free agent, the free agent's registration fee will be refunded.

Please email us at dc@stonewallkickball.org with any questions.

Media:

Website | SKDC.info

Facebook Group | [Stonewall Kickball - DC](#)

Instagram | [@stonewallkickball](#)

Stonewall Sports Facebook Fan Page | [Stonewall Sports](#)

Stonewall Sports Twitter | [@stonewallsports](#)

Stonewall Sports Website | stonewallsports.org

Contact Information

Tim Jucovy, Commissioner | dc@stonewallkickball.org

Daniel Schroeder, Head Referee | dc.ref@stonewallkickball.org

Matt Gannon, Technical Director | dc.scores@stonewallkickball.org

Bennett Kriete, Events & Fundraising Director | events@stonewallkickball.org

Emily Myers, Local 16 Lead | dc.local16division@stonewallkickball.org

Landon LaSyone, Cobalt Lead | cobaltdivision@stonewallkickball.org

James Leslie, Nellie's Lead | dc.nelliesdivision@stonewallkickball.org

Nick Harrison, Treasurer | dc.treasurer@stonewallkickball.org