



Mansfield Pool League Team Registration Sheet for Fall, 2010 Playing Season

Team Name _____

Sponsoring Location _____

Location E-Mail Address (if available) _____

Location
Address _____

Location Phone # _____

Preferred Division / Night _____

Captain's Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Player Name _____

Address _____

City, State, Zip Code _____

Daytime Contact Phone # _____

E-Mail Address _____

Please provide all e-mail addresses for your players. This is important!! Weekly stats and other pertinent information for your league will be mainly handled via e-mail. Our website, lorainmusicandvending.com, is also a good source of current information concerning your league. Use an additional sheet for any remaining players for your team. Deadline for Team Registration is Wednesday, September 8th @ 9 a.m. (Your team registration must be in the League Office at that time!) If you have any questions, contact the League Office @ 419-683-1598 or via e-mail: lmcleagues@yahoo.com. If you do not submit a roster, your team will not be playing in the fall! Captains, please fill out your roster as completely as possible, including at least two valid daytime contact numbers. Tentative start date: Tuesday, September 14th & Wednesday, September 15th. Teams for the Tuesday night league will be divisionalized based on known skill level whenever possible.