



## 2008 Mansfield Area Fall Dart League Team Registration Sheet

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 \_\_\_\_\_

PPD / MPD \_\_\_\_\_

Player Name \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip Code \_\_\_\_\_

Daytime Contact Phone # \_\_\_\_\_

E-Mail Address \_\_\_\_\_

PPD / MPD \_\_\_\_\_

**Player Name** \_\_\_\_\_

**Address** \_\_\_\_\_

**City, State, Zip Code** \_\_\_\_\_

**Daytime Contact Phone #** \_\_\_\_\_

**E-Mail Address** \_\_\_\_\_

**PPD / MPD** \_\_\_\_\_

**Player Name** \_\_\_\_\_

**Address** \_\_\_\_\_

**City, State, Zip Code** \_\_\_\_\_

**Daytime Contact Phone #** \_\_\_\_\_

**E-Mail Address** \_\_\_\_\_

**PPD / MPD** \_\_\_\_\_

**Player Name** \_\_\_\_\_

**Address** \_\_\_\_\_

**City, State, Zip Code** \_\_\_\_\_

**Daytime Contact Phone #** \_\_\_\_\_

**E-Mail Address** \_\_\_\_\_

**PPD / MPD** \_\_\_\_\_

**Player Name** \_\_\_\_\_

**Address** \_\_\_\_\_

**City, State, Zip Code** \_\_\_\_\_

**Daytime Contact Phone #** \_\_\_\_\_

**E-Mail Address** \_\_\_\_\_

**PPD / MPD** \_\_\_\_\_

Player Name \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip Code \_\_\_\_\_

Daytime Contact Phone # \_\_\_\_\_

E-Mail Address \_\_\_\_\_

PPD / MPD \_\_\_\_\_

**Use an additional sheet for any remaining players for your team. Deadline for Team Registration is Thursday, September 4<sup>th</sup>, 2008 @ 9 a.m. If you have any questions, contact the League Office @ (419)683-1598. 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: Monday, September 8<sup>th</sup>, 2008. Teams will be divisionalized based on known skill level whenever possible.**