

2010 NEORH Fee Schedule

updated: 1/22/10

I. Fees: Team Fees are twofold; this includes the team deposit and players fees for 16 players. Or you can select the Team fee option that, includes the deposit, will cover up to 20 players.

II. Deposit: \$500 non-refundable team deposit holds place in league.

III. Forfeit Fees: All teams will pay a \$200 forfeit fee to the league no later than April 1.

Those funds will be returned to the teams within 10 working days of the final game in their division provided that the team did not forfeit any games in 2010.

A rollover option will be available, provided that one name only is attached to the forfeit fee account.

NEORH guidelines will be updated to reflect Forfeit Fee regulations.

IV. 2010 player fees:

25s & 38s Divisions:

\$185 per player: Can be paid through the manager but all fees must be paid by the posted Division deadline. Note: All players NEW to the league will complete player contracts for 2010.

Players new to the league will pay the one-time \$15 new player fee and must supply a copy of one of the following: a photo-ID driver's license, passport or birth certificate. (New player fees for new teams to the league are capped at \$150.)

If a player is playing on more than one team, player will be required to check-in in person at NEORH offices with Todd Windhorst or Rob Giffen. The player will pay at that time for all teams and execute any needed league documents. (*Exceptions will be made in the case of teams where rosters are more than 51% identical. Those exceptions will be handled directly through Rob Giffen.*)

Players participating on multiple rosters will pay a sliding schedule as follows and must pay the day they check in along with executing the player contract. The sliding scale goes like this:

First team: \$165 Second team: \$140 Third team: \$110 Fourth team: \$80

48s & 55s Divisions:

\$168 per player: Can be paid through the manager but all fees must be paid by the posted Division deadline. Note: All players NEW to the league will complete player contracts for 2010.

Players new to the league will pay the one-time \$15 new player fee and must supply a copy of one of the following: a photo-ID driver's license, passport or birth certificate. (New player fees for new teams to the league are capped at \$150.)

If a player is playing on more than one team, player will be required to check-in in person at NEORH offices with Todd Windhorst or Rob Giffen. The player will pay at that time for all teams and execute any needed league documents. (*Exceptions will be made in the case of teams where rosters are more than 51% identical. Those exceptions will be handled directly through Rob Giffen.*)

Players participating on multiple rosters will pay a sliding schedule as follows and must pay the day they check in along with executing the player contract. The sliding scale goes like this:

First team: \$153 Second team: \$125 Third team: \$95 Fourth team: \$65

Note: Players participating in two divisions including the 38 Division, pay their fees based on the 38s division schedule.

AAA Division:

\$190 per player: Can be paid through the manager but all fees must be paid by the posted Division deadline. Note: All players NEW to the league will complete player contracts for 2010.

Players new to the league will pay the one-time \$15 new player fee and must supply a copy of one of the following: a photo-ID driver's license, passport or birth certificate. (New player fees for new teams to the league are capped at \$150.)

If a player is playing on more than one team, player will be required to check-in in person at NEORH offices with Todd Windhorst or Rob Giffen. The player will pay at that time for all teams and execute any needed league documents.

AAA players participating on multiple rosters will pay a sliding schedule as follows and must pay the day they check in along with executing the player contract. The sliding scale goes like this:

First team: \$180 Second team: \$150

Note: Players participating in two divisions including the AAA Division, pay their fees based on the AAA schedule.

V. Team Fees:

Teams may cap their overall team fees on their roster as follows:

25s & 38s Divisions:

\$3500 (includes \$500 deposit, but NOT the forfeit fee) will be the fee. (\$15 new player fee is additional.)

- a. Team Fee covers 20 players.
- b. Players 21-25 on a team-fee roster pay \$50 regardless when added (plus new player fee, if applicable).
- c. Players subbed or added after Rosters are frozen on Team-Fee teams will pay \$25 (plus new player fee if applicable), regardless of when they join.
- d. Second team discount for players on multiple teams goes to \$165 (\$140 for 3rd team, etc.), assuming their first team pays the team fee. If both teams pay team fee, second team follows multiple team guidelines.

48s & 55s Divisions:

\$3350 (includes \$500 deposit, but NOT the forfeit fee) will be the fee. (\$15 new player fee is additional.)

- e. Team Fee covers 20 players.
- f. Players 21-25 on a team-fee roster pay \$50 regardless when added (plus new player fee, if applicable).

- g. Players subbed or added after Rosters are frozen on Team-Fee teams will pay \$25 (plus new player fee if applicable), regardless of when they join.
- h. Second team discount for players on multiple teams goes to \$153 (\$125 for 3rd team, etc.), assuming their first team pays the team fee. If both teams pay team fee, second team follows multiple team guidelines.

AAA Division:

\$3650 (includes \$500 deposit, but NOT the forfeit fee) will be the fee. (\$15 new player fee is additional.)

- i. Team Fee covers 20 players.
- j. Players 21-25 on a team-fee roster pay \$50 regardless when added (plus new player fee, if applicable).
- k. Players subbed or added after Rosters are frozen on Team-Fee teams will pay \$25 (plus new player fee if applicable), regardless of when they join.
- l. Second team discount for players on multiple teams goes to \$150, assuming their AAA team pays the team fee.

VI. Rosters:

NEORH rules require a minimum roster of 14. (Scenario: *Team shows up at Roster deadline with 12 players. NEORH makes a decision on whether to accept the team. If team is accepted, it must pay for two roster spots: \$370 for 25s & 38s, \$336 for 48s & 55s and \$380 for 18s, non-refundable. Team may fill those 2 slots at any time; however, any added players will pay applicable new player fees.*)

VII. Late player fees: Take effect on the Monday following opening games.

Players added as of that Monday pay division-specific player fee, \$25 late fee and, if new to the league, the \$15 new player fee.

On a team fee team with fewer than 20 players, added player pays \$25 late fee and \$15 new player fee, if applicable.

If a player is being added to a second team after season starts, multiple team fees will apply as applicable.

All late players must register in person, and their paperwork and fees must be turned in before they are eligible to play.)

VIII. Refund policy:

Refunds will be handled on an individual, case-by-case basis. Refund guidelines have been established and may be reviewed at the NEORH offices. Contact Tom Giffen. Refunds will be processed between September 1 and September 30.