

**KIRKWOOD ATHLETIC ASSOCIATION
BOYS INDIVIDUAL REGISTRATION FOR SPRING/SUMMER 2021**

KAA DOES NOT PERFORM BACKGROUND CHECKS ON TEAM PERSONNEL

Each year KAA accepts registration forms from individuals for the purpose of forming teams. We form teams at the ages of 5u and 6u for boys. Youths 7 and older may utilize the baseball discussion board at our website at www.kwdaa.com. They may list their desires and also search the needs of managers seeking players.

Teams are formed from registrations received and are grouped by school attending, school district, zip code of the applicant and requests to be placed on the same team, however, this cannot happen without volunteers and volunteers for managers, coaches, scorekeepers, etc. all come from the parental ranks. **Without parental volunteers your child may not be placed on a team.**

Applications are accepted until teams are filled. There isn't a set cutoff date, so get the application in ASAP. Given the later start to the season this year, we will likely be forming teams in mid to late March. The cost per team is \$1,750.00. Each manager will collect the league fee once the team is assembled and submit **one** payment for the entire fee to KAA. **We do not take individual checks for each team member.** The league will provide the initial uniform consisting of a jersey with the team name and number on it and a hat. We also provide the initial team equipment consisting of 6 game balls, 5 batting helmets with face guards, chest protector, catcher's helmet with throat protector and shin guards, as well as a bag to carry the equipment. The league provides all participants with participation awards at the end of the season. Play begins in May and concludes in July. Games are played Monday thru Friday. A limited amount of games or rainout make ups will be played on weekends.

AGAIN, WE DO NOT PERFORM BACKGROUND CHECKS ON VOLUNTEER TEAM PERSONNEL

REMEMBER WITHOUT PARENTAL VOLUNTEERS YOUR CHILD MAY NOT BE PLACED ON A TEAM

REGISTRATION IS STRICTLY HANDLED ONLINE