

## 2007/2008 Player Payment Schedule

Wednesday, 30 May 2007

### DESERT UNITED SOCCER CLUB

#### 2007/2008 TRAINING AND REGISTRATION FEES

Registration dues were increased to include player practice jerseys.

Training fees (\$85.00 per month per player) are distributed as follows: Certified coaches/trainers, Director of Coaching, Goalkeeper training, and Misc. fees.

League season starts August 1 for all teams.

#### Younger's Payments

(Pays for the following months, April, May, August, September, October, November, December, January, February, March)

Club Schedule is 10 months; the team pays for the months of June and July on their own

1st payment due April 1st, Registration \$175.00 Training Fees \$425.00

2nd payment due September 1, Training Fees \$425.00

#### Younger's Payments (Khoi & Susan's team)

(Pays for the following months, April, May, August, September, October, November, December, January, February, March)

Club schedule is 10 months; the team pays for June and July on their own

1st payment due April 1st, Registration \$175.00 Training Fees \$200.00

2nd payment due September 1, Training Fees \$200.00

#### Older's Payments

(Pays for the following months, April, May, August, September, October, ½ November, ½ February, March)

Club schedule is 7 months; the team pays for June and July on their own.

1st payment due May 1st, Registration \$175.00 Training Fees \$340.00

2nd payment due September 1, Training Fees \$255.00

#### Next Years U14

Club schedule is 11 months; the team pays for the months of June and July on their own.

1st payment due April 1st, Registration \$175.00 Training Fees \$425.00

2nd payment due September 1, Training Fees \$510.00 (Non High-School Players)

(Pays for the following months, April, May, August, September, October, November, December, January, February, March, April)

2nd payment due September 1, Training Fees \$255.00 (High School Players)

(Pays for the following months, April, May, August, September, October, ½ November, ½ February, March, April)