



Player Fee Payment Policy

Implementation Date: Sept 12, 2025

1.0 Purpose

The purpose of this policy is to provide clear guidelines for the payment of player registration fees to ensure fairness, consistency, and smooth operations for all SSUFC programs.

2.0 Definitions

Fees: The required payment for player registration, including participation costs and player kits.

Payment Arrangement: A pre-approved plan that allows fees to be paid in installments.

3.0 Scope

This policy applies to all players, parents/guardians, and teams participating in SSUFC programs.

4.0 Policy Statement

- Fees for the Winter season must be paid in full by November 1st.
- Fees for the Summer season must be paid in full by May 1st.
- A player's spot on a team is not confirmed until fees are paid in full or a payment arrangement has been communicated and approved.
- Player kits will not be issued until all fees are paid in full or a payment arrangement has been approved.
- Payment arrangements must be communicated and approved by SSUFC prior to the payment deadline.

5.0 Procedures

- 1) Registration opens prior to each season, and fees are communicated to all participants by the time registration opens.
- 2) Full payment of fees is due by the established deadlines
 - a) November 1st for all teams in the Winter season
 - b) May 1st for AAA and June 1st for A/AA/minis Summer season
- 3) Players/parents may request a payment arrangement in writing (email) before the deadline. Requests are reviewed and must be approved by SSUFC administration.
- 4) Players who have not paid fees in full, or who have not arranged a payment plan by the deadline, may lose their spot on the team roster.
- 5) Kits and uniforms will only be distributed once fees are paid in full or a payment arrangement is in place.
- 6) SSUFC reserves the right to remove players from participation if fees remain unpaid beyond the agreed-upon terms.

Approval Authority	Person Responsible	Date of Approval	Last Reviewed
SSUFC Board of Directors	SSUFC Treasurer	Sept 11, 2025	