How to Register Your Student for Greely Sports

The following document provides directions for the athletic department's registration process.



If you have completed this process once already, the information you provided will carry over from season to season and only needs to be updated when a change has occurred.

1) Using your parent account, sign into Powerschool.

right.

- On the left navigation bar, complete the webpages titled Athletic Information and Athletic Teams. The links for these web pages look like the picture on the
 - The following MUST BE COMPLETED on the Athletic Information tab for your student to participate:
 - Student/Parent Emergency Contact Information (all grades)
 - Read and agree to Participation Form (all grades)
 - Read and agree to Assumption of Risk Form (all grades)
 - Read and agree to Maine Concussion Management (grades 9-12)
 - Read and agree to Greely "Rules Common to All" (grades 9-12)
 - The Athletic Teams link is where you will select the sport(s)
 your child wishes to participate in during the upcoming season
 and seasons going forward.
- 3) Submit a proof of physical <u>medical card</u> or physician letter to the athletic department.

 Completed cards/physician letters can be faxed to (207) 829-2256, Attn: Athletics. These cards are good for 3 years. The expiration date of the card is entered into the Athletic Information webpage by the athletic secretary so that the info is there for your review.
- 4) Submit payment of the athletic fee. Please see the Athletic Activity Fee List for the appropriate fee: Athletic Activity Fee List for 2023-24 (contains instructions for paying online).
- 5) All Registration, proof of insurance and fees must be completed prior to participation.

 Want to receive notifications for a particular sport? Please check out our <u>directions for receiving sports notifications</u>.



If you have any questions or need assistance with this process, please notify the athletic department. <u>dshapiro@msad51.org</u> or <u>bgrass@msad51.org</u>