

American Legion Softball



Player Transfer Form #76

Please PRINT or TYPE

This form is to be used by players who have been cut and released by an American Legion team. Released players may be eligible to transfer under rules 3.B.1 or 4.D to the next closest team.

1. American Legion Softball senior players are required to play for the closest team unless released, in which case the player shall need to determine the next closest team using MapQuest (www.mapquest.com).
2. If the player is unable to earn a spot on the roster of the second team, that player shall be allowed to play for the third closest team, etc.
3. All parties involved understand that this transfer is valid from January 1 to December 31 of the current season only.
4. All parties understand that the department baseball chairman must approve this transfer prior to placing player on National Form #1.

Permission is hereby requested for	<input type="text"/>	<input type="text"/>
	Player's full name	Player's date of birth
<input type="text"/>	<input type="text"/>	<input type="text"/>
Parent's address, city, state, ZIP	Parent's phone number	
<input type="text"/>	<input type="text"/>	<input type="text"/>
Player's high school	High school enrollment	Team's total enrollment

Player is hereby released from the following team:	<input type="text"/>
	Name of former team (print or type)

<input type="text"/>
Player's signature (print and sign)

<input type="text"/>
Parent's signature (print and sign)

<input type="text"/>		
Name of new team (print or type)		
<input type="text"/>		
Team manager's signature and printed name (former team)		
<input type="text"/>	<input type="text"/>	<input type="text"/>
Manager's signature - Team 1 (print and sign)	Manager's signature - Team 2 (print and sign)	Manager's signature - Team 3 (print and sign)

<input type="text"/>
Department Softball Chairman signature and date

This form must be filed with state chairman. The team manager shall retain copy for his files. This form shall be filed with department headquarters.