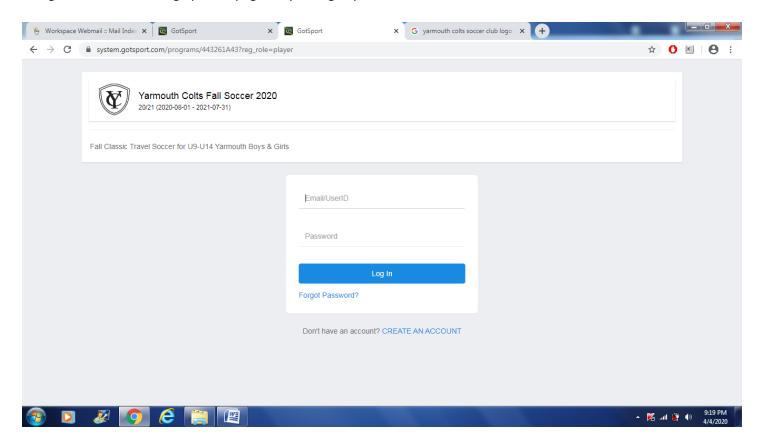
Yarmouth Colts Soccer Club – 2020 Fall Travel Season – Registration Process

https://system.gotsport.com/programs/443261A43?reg_role=player

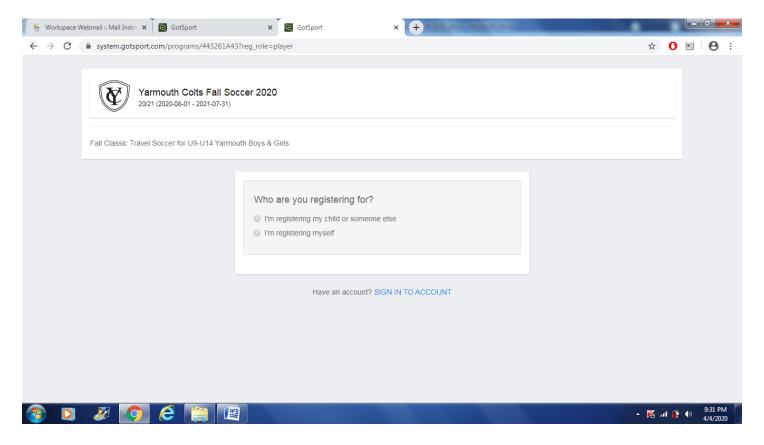
Step 1

Using the link above, bring up main page of system.gotsport.com for the Colts

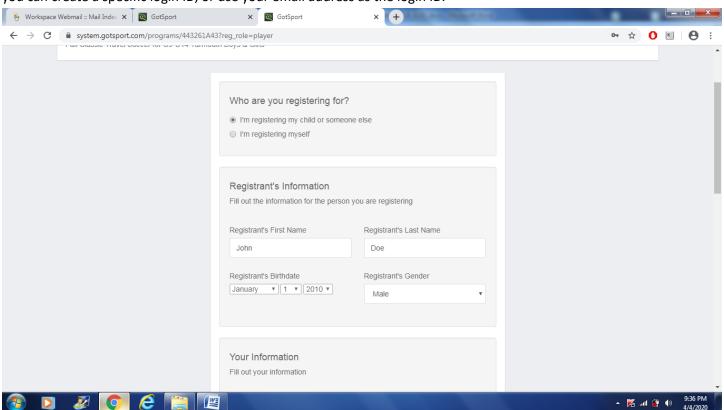


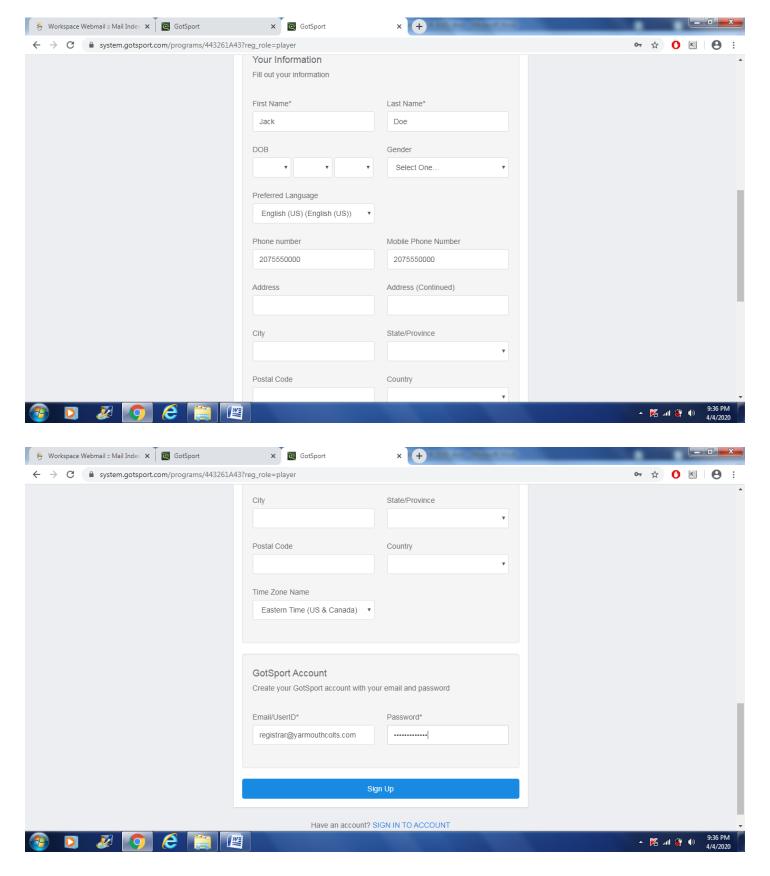
Step 2

Click on "CREATE AN ACCOUNT" on the bottom of the page

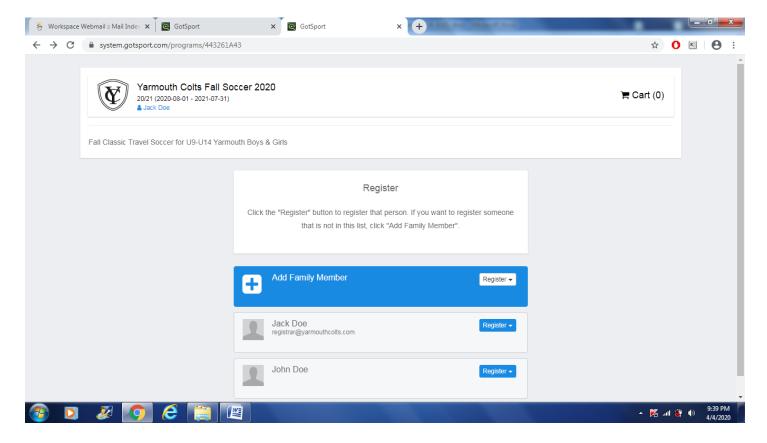


Check option "I'm registering my child or someone else" and begin to fill out the information and click "Sign Up". NOTE: you can create a specific login ID, or use your email address as the login ID.

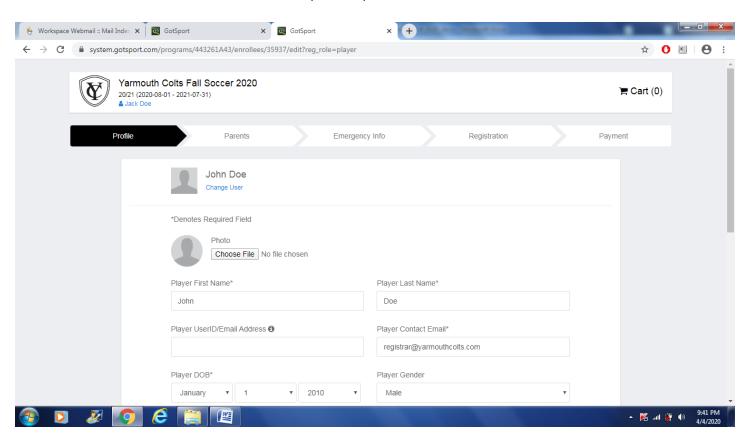


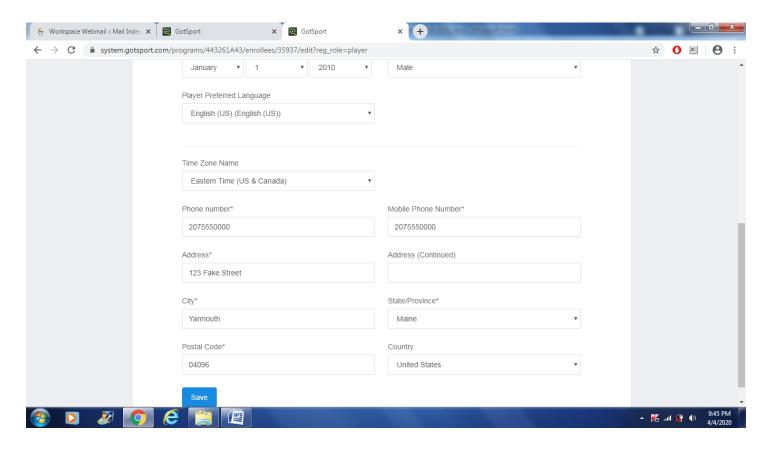


You have now created an account for a player, you must register them for the appropriate league/program. Click "Register" beside the name of the player you wish to register and select "Player" from drop down arrow. In the example below, John Doe is the player and Jack Doe is the parent.

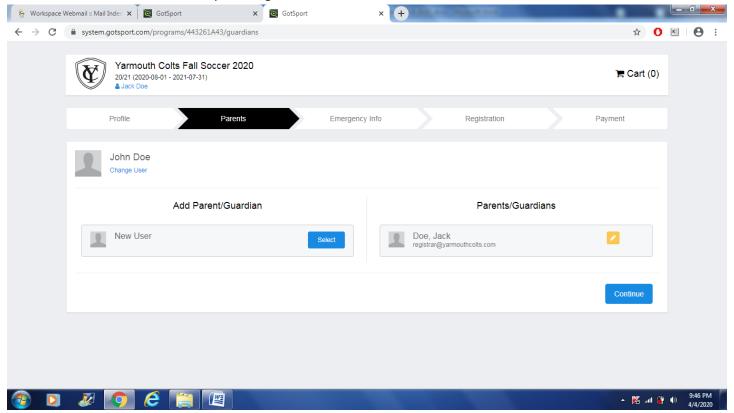


Fill out the information and need to select Country before you can select State/Province, click "Save"



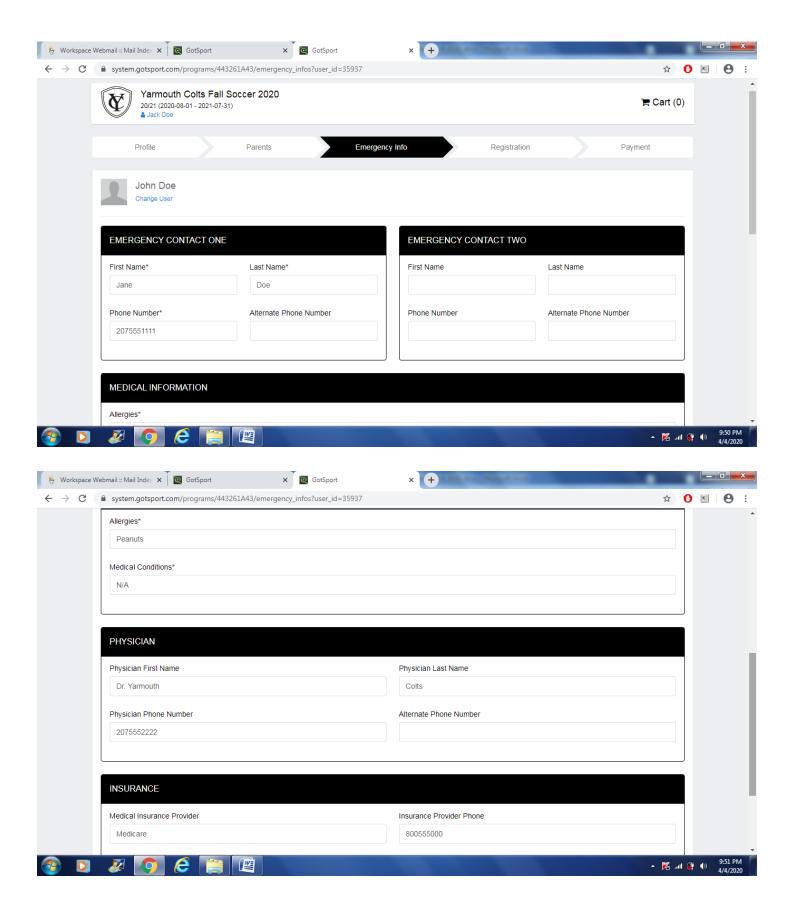


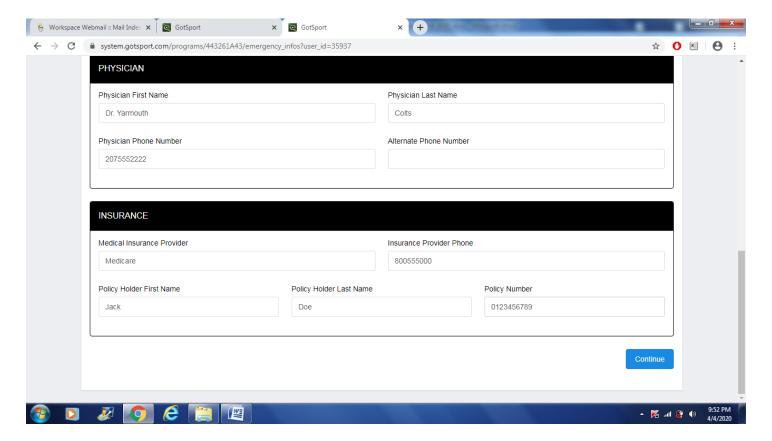
Click on "Continue" once all of the parents/guardians have been entered



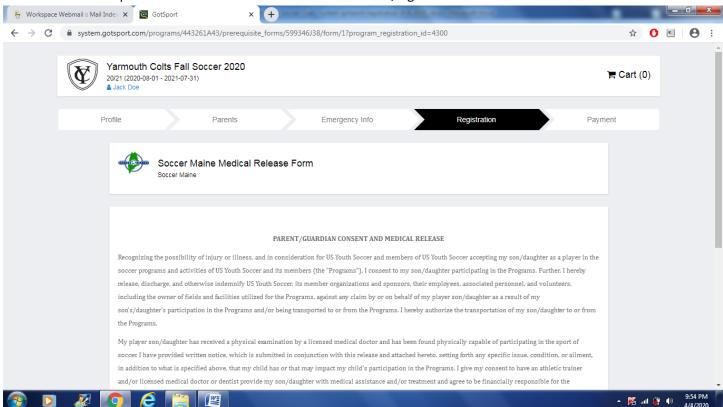
Step 7

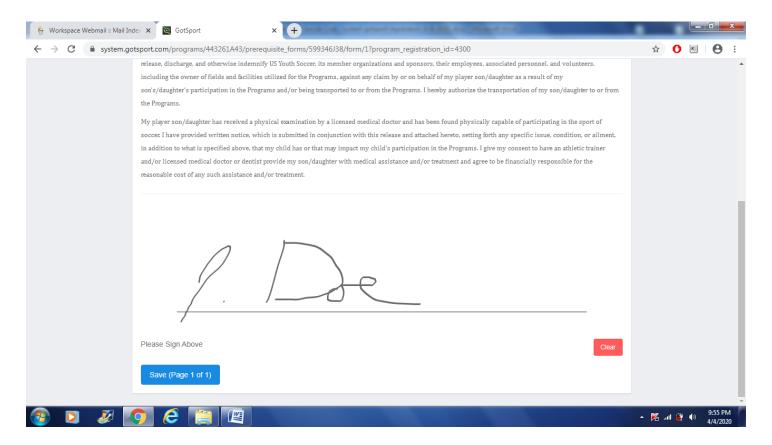
Fill-out Enter Emergency Contact and Medical information sections. Fill-out Physician and Insurance information if readily available. Click "Continue"



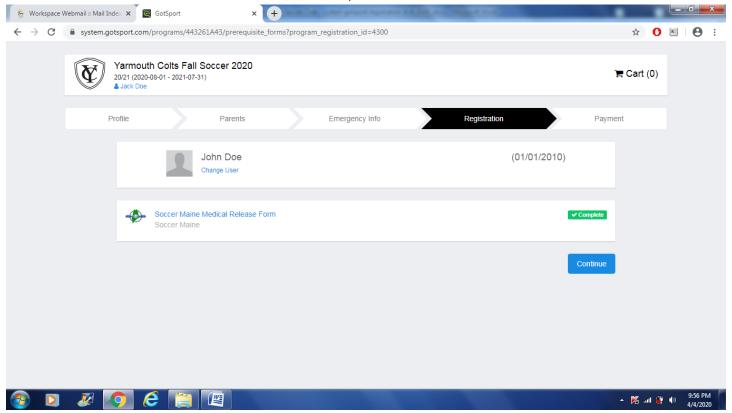


Click "Start" to complete the Soccer Maine Medical Release Form, sign on bottom and click "Save"



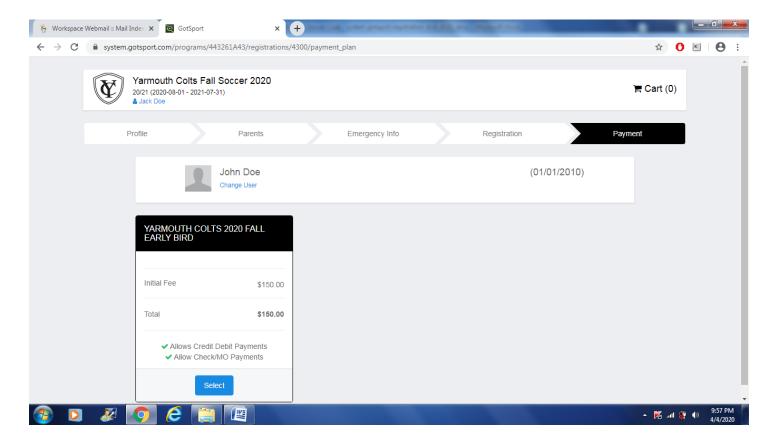


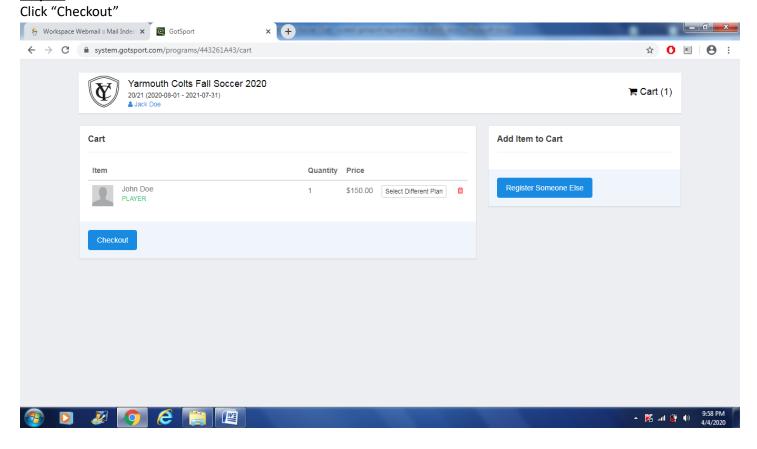
Click "Continue" when Soccer Maine Release Form is completed



Step 10

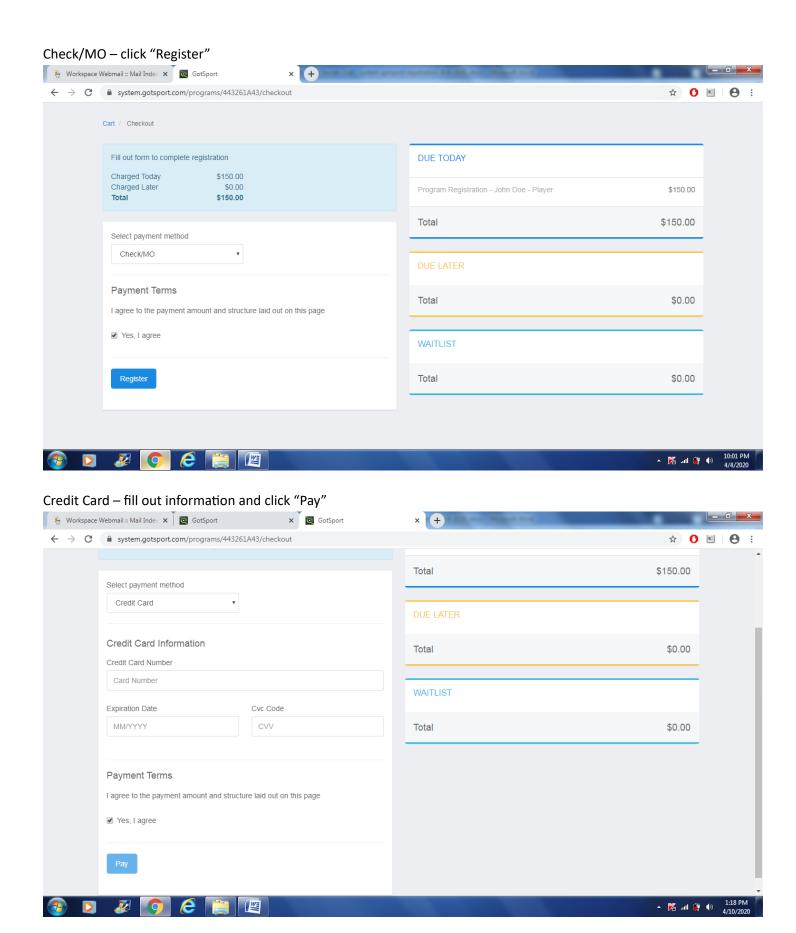
Click "Select" to choose payment option



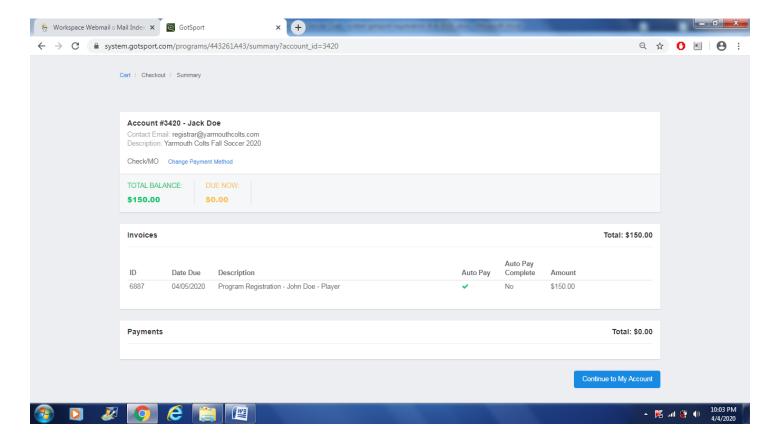


Step 12

Check box, select payment method and click "Register"



Step 13
Registration is complete. Click "Continue to My Account" to take you to your account.



Once in your account, you can sign-out on the top right by clicking on the silhouette and clicking "Logout"

If you run into any issues, or have any questions, please let us know.

info@yarmouthcolts.com

Thanks!

Yarmouth Colts Soccer Club