



U15-U18 ONLINE TUITION REGISTRATION HANDOUT

The following steps will help you complete the online tuition registration. **These steps must be completed prior to December 1st, 2009.** The Club would like to collect all payments by credit card. This process will collect and store your credit card information in a secure manner. This process will charge your credit card for the first payment of the tuition balance upon completing the online registration. After receiving your credit card info via this online registration the Club will set up the payment plan individually and will send out an invoice with those details for your records. If you have questions or are having problems with this process please contact Cathy Costello at ccostello@seacoastunited.org.

1. Go to http://www.seacoastunited.org/SoccerClub/index_E.html and click on the "U15-U18 Online Player Registration" link on the left hand side.
2. Click on the circle, located next to "I am registering for a team".
3. Click on the scroll bar to pick the appropriate team as detailed in your acceptance email.
4. Fill out all options marked with a red asterisk in "Team Information" and "Player Information".
5. In "Payment Information" you must enter a credit card number and expiration date.
6. **BE SURE TO CLICK ON THE BOX NEXT TO "I authorize Seacoast United to store my credit card information for future payments."**
7. Scroll to the bottom of the Registration Agreement/waiver. Click on "I agree / accept".
8. The screen will blink and the credit card information will disappear.
9. Click on "I agree / accept" again.
10. Click on "Submit Registration"

You will receive an invoice for the total amount owed via e-mail. Your deposit will be deducted from the total, as soon as it is received, and a second invoice will be sent with a payment schedule for the remaining payments. These amounts will be deducted automatically from your credit card on the dates provided. If an alternate payment plan is needed please contact, Cathy Costello at ccostello@seacoastunited.org.