

**EAST BRUNWICK SOCCER CLUB TRAVEL TEAM COACHING APPLICATION**  
*(DEADLINE: APRIL 15, 2006)*

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Telephone: \_\_\_\_\_  
E-mail Address: \_\_\_\_\_

**EXPERIENCE:**

TEAM YOU WISH TO COACH: \_\_\_\_\_  
ALTERNATE CHOICE: \_\_\_\_\_  
PREVIOUS TEAMS COACHED: \_\_\_\_\_  
COACHING LICENSE LEVEL: \_\_\_\_\_ (Attach Copy of Certification)  
RUTGERS LIABILITY COURSE: \_\_\_\_\_ (Attach Copy of Certification)  
RUTGERS RECERTIFICATION: \_\_\_\_\_ (Attach Copy of Certification)  
KIDS SAFE PROGRAM: \_\_\_\_\_ (Attach Copy of Certification)

**REFERENCES: NAMES, ADDRESS, TELEPHONE**

1. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. Do you have a child currently playing soccer? \_\_\_\_\_  
If yes, in what division and for what team? \_\_\_\_\_

3. Would you coach a team if your child were not on it? \_\_\_\_\_

*Any additional information or comments that you would like EBSC to know:*

\_\_\_\_\_  
\_\_\_\_\_

***In signing this form I do agree to the following items listed below:***

1. I understand that I am required to work multiple days of the East Brunswick Labor Day Tournament. I also understand that this is above and beyond my current team's responsibility for that weekend.
2. I understand that I must be available to rate at various tryouts.
3. I understand that if I am chosen as a coach or assistant of a U9 – U13 team that I must attend a minimum of five (5) hours of coaches' training provided by the Club per season.
4. I fully understand that if I can not perform the responsibilities listed above that I will be removed as a coach of the East Brunswick Soccer Club
5. I agree to follow the Coaches Guidelines, Best Practices, and Core Training Curriculum provided by the East Brunswick Soccer Club.

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

**Please forward to**

Jim Kinard  
c/o EBSC  
P.O. Box 803

East Brunswick, NJ 08816 or via e-mail at [ebhurricanes@comcast.net](mailto:ebhurricanes@comcast.net)

Note: If sent via e-mail a signature must be obtained prior to acceptance