

# St Peter's Football 2023



We are looking forward to a highly successful 2023 Football season at St Peter's. It is the school's aim to provide a team for every boy who wants to play Football.

This is largely dependent on having the required coaches and managers in place. We are fortunate to have a handful of staff involved in Football. However, there is not enough staff to coach the projected number of teams. If you are able to coach or manage a team, please indicate this on the attached page.

## Teams

For the 2023 season, St Peter's College will again be fielding a large number of teams in grades appropriate to the boy's ability and age.

## Uniform

All teams are required to wear the St Peter's Football Shirt. They are short sleeve and available from the Edmunds Shop for \$85.00.

<https://www.st-peters.school.nz/uniform-requirements/sports-uniform-requirements/football-uniform-requirements/>

## Fees

Fees are \$40 for the season (except 1<sup>st</sup> XI)

Once teams are confirmed, the charge will be loaded onto the portal. Please pay by internet banking or via the portal. Please **do not** pay until your son has been confirmed in a team.

## Registration Forms

Registration forms can be completed online on the SPC website by **Wed 15 March**

**Link:** <https://forms.gle/9Ps9biviNhkGBB2w9>

## Team selection:

All boys wishing to play Football for the school who are not in an Academy Team, will meet during lunchtime at the Gym Turf and will be placed in SPC coloured team for the season ahead.

Year 12/13 – Monday 20th March

Year 11 – Tuesday 21st March

Year 10 – Wednesday – 22nd March

Year 9 – Friday 24<sup>th</sup> March

**Game Times**

Senior grades and 15<sup>th</sup> Grade play at 10.00am.

13<sup>th</sup> and 14<sup>th</sup> grade play at 9.00am.

Kind Regards,

Stuart Hogg

Director of St Peter's College Football – [shogg@st-peters.school.nz](mailto:shogg@st-peters.school.nz)

Anna Drumm

Sports Administrator Football – [adrumm@st-peters.school.nz](mailto:adrumm@st-peters.school.nz)