



## Pleasanton Girls Soccer Association FINANCIAL AID FAQs FOR COMPETITIVE PLAYER'S CLUB DUES

### Q: HOW DO I APPLY FOR FINANCIAL AID?

Download the application available at [www.pleasantonrage.org](http://www.pleasantonrage.org), complete the application, and submit the required documents.

### Q: HOW MUCH AID IS AVAILABLE? AM I GUARANTEED AID?

PGSA budgets a set amount of financial aid each year, so not everyone applying will automatically receive it.

### Q: WHAT DOES FINANCIAL AID COVER?

Financial aid covers Club dues. It does NOT cover Club Registration fees, uniforms, travel, lodging, or miscellaneous expenses.

### Q: WHO DECIDES WHICH FAMILIES WILL RECEIVE FINANCIAL AID?

The PGSA financial aid committee comprised of three PGSA Board Members will follow financial aid guidelines to make all financial aid decisions.

### Q: WHAT FACTORS GO INTO AWARDING FINANCIAL AID?

The PGSA financial aid program largely depends on a family's income qualification, which requires proof of eligibility. For those requesting aid, but who do not qualify, the financial aid application includes a section to explain extenuating circumstances for aid requests.

### Q: WHAT ARE OTHER REQUIREMENTS FOR FINANCIAL AID?

All families receiving financial assistance will be required to perform 10 hours of volunteer service and must participate in team fundraisers.

### Q: WHEN WILL I KNOW IF I QUALIFY FOR AID, AND THE AMOUNT THAT IS AWARDED?

A family will be notified by email of program acceptance or denial and the amount of the award based on season and age group of the participant.

### Q: DO I NEED TO COMPLETE A FINANCIAL AID FORM EACH YEAR I NEED AID?

Yes, PGSA requires each family to complete a new application each season.

### Q: CAN I APPLY FOR FINANCIAL AID EVEN IF I DON'T LIVE IN THIS AREA?

Yes, income levels will be based on the county of residence.

### Q: WHEN CAN I FIND OUT IF MY CHILD WILL BE AWARDED FINANCIAL AID?

A family will be notified about their financial assistance request within 1 week of receipt.