

WESTERN BRANCH LITTLE LEAGUE SOFTBALL

2026 SPONSORSHIP FORM

| Company Name: | | | | | | | |
|--|---------------|-----------|---|------------|----------|------|--|
| Street Address: | | | | | | | |
| City: | | | | State: | | Zip: | |
| Contact Person: | | | | | Phone: | | |
| Email: | | | | | | | |
| Web Address: | | | | | | | |
| *If your sponsorship/donation was inspired by a particular player, please let us know below | | | | | | | |
| Player Nar | ne: | | | Team Name: | | | |
| Sponsorship Levels (Check One) | | | | | | | |
| Check One) | | | | | | | |
| | RBI | (\$100) | Your Company Name listed on the Western Branch Little League website. | | | | |
| | Single | (\$300) | Your Company Name listed on the Western Branch Little League website and Company Name on a banner on the outfield fence. | | | | |
| | Double | (\$500) | Your Company website linked from the Western Branch Little League website and Company Name on a banner on the outfield fence. Also, if your child plays in the league, we will waive the registration fee for that season (limit one player per registration). | | | | |
| | Home Run | (\$1,000) | Your Company website linked from the Western Branch Little League website and Company Name on a banner on the outfield fence on both A and B fields. Also, if your child plays in the league, we will waive the registration fee for that season (limit one player per registration). | | | | |
| | Any Amount | Write in | If you wish to donate a larger amount, please contact admin@wbll.org, or someone affiliated with the league and we can discuss options or specific needs. | | | | |
| *Your sponsorship is tax deductible, and WBLL can provide the necessary documentation. Your donation will gain valuable | | | | | | | |
| advertising and support your community's youth sports* Please Mail form to: WBLL, PO Box 9784, Chesapeake, VA 23321 (Or give to someone affiliated with the league) | | | | | | | |
| If you have any questions, please email admin@wbll.org | | | | | | | |
| Signature | | | | | Date | | |