

Salem Parks & Recreation

Kindergarten Soccer – Spring 09

Bees	Candy Martin	423-3438
Fire Ants	Ashley Johnson	423-4032
Hornets	Nancy Coffman	423-0302
Lighting Bugs	Brayden Rowndy	423-3033
Wasps	Angela Rogers	423-7723
Yellow Jackets	Shawn Black	423-4108

All games will be played at the Down Town Ballpark, West Field.

Right = Right Field / Left = Left Field

<u>Wednesday, April 8th</u>			<u>Friday, April 24th</u>		
5:10 p.m.	Wasps vs. Fire Ants	Left	5:10 p.m.	Lighting Bugs vs. Fire Ants	Left
6:00 p.m.	Bees vs. Lighting Bugs	Left	6:00 p.m.	Bees vs. Hornets	Left
6:00 p.m.	Hornets vs. Yellow Jackets	Right	6:00 p.m.	Yellow Jackets vs. Wasps	Right
<u>Friday, April 10th</u>			<u>Wednesday, April 29th</u>		
5:10 p.m.	Wasps vs. Bees	Left	5:10 p.m.	Fire Ants vs. Wasps	Left
6:00 p.m.	Fire Ants vs. Yellow Jackets	Left	6:00 p.m.	Lighting Bugs vs. Bees	Left
6:00 p.m.	Hornets vs. Lighting Bugs	Right	6:00 p.m.	Yellow Jackets vs. Hornets	Right
<u>Wednesday, April 15th</u>			<u>Friday, May 1st</u>		
5:10 p.m.	Yellow Jack. vs. Light. Bugs	Left	5:10 p.m.	Lighting Bugs vs. Hornets	Left
6:00 p.m.	Hornets vs. Wasps	Left	6:00 p.m.	Bees vs. Wasps	Left
6:00 p.m.	Fire Ants vs. Bees	Right	6:00 p.m.	Jackets vs. Fire Ants	Right
<u>Wednesday, April 22nd</u>			<u>Wednesday, May 6th</u>		
5:10 p.m.	Fire Ants vs. Hornets	Left	5:10 p.m.	Light. Bugs vs. Yellow Jack.	Left
6:00 p.m.	Bees vs. Yellow Jackets	Left	6:00 p.m.	Wasps vs. Hornets	Left
6:00 p.m.	Lighting Bugs vs. Wasps	Right	6:00 p.m.	Bees vs. Fire Ants	Right

- * First team listed will wear blue and have choice to start the game.
- * Games will have two 18 minutes halves. Each team will have one, 1 minute time out per half.
- * Teams should play with 6 players on the field. The goalie is one of the 6 players.
Both teams should play with the same number of players on the field.
- * Coaches will serve as officials in this league.
- * A #3 size soccer ball will be used.
- * No slide tackling will be allowed.
- * There is no offside in 6 on 6 soccer.

Play to have fun; if it isn't fun we shouldn't play!

