## Salem Parks & Recreation 3<sup>rd</sup> / 4<sup>th</sup> Grade Soccer – Spring 2010

FC Salem	Robyn Johnson	423-1744
Real	<b>Braden Gull</b>	423-3723
Galaxy	Ryan Jury	717-350-8708
<b>Red Bulls</b>	<b>Kylie Stiles</b>	423-2206
United	<b>Brandon Reynolds</b>	423-7917
Chivas	Tyler Theobald	864-1156

Games will be played at the Dream View Park 600 South 200 East.

Dream = Dream View Park

Wednesday, April 14th		Wednesday, April 28th		
5:00 p.m. FC Salem vs. Real 5:50 p.m. Galaxy vs. Red Bulls 6:40 p.m. Chivas vs. United	Dream Dream Dream	5:00 p.m. Red Bulls vs. Real 5:50 p.m. Galaxy vs. Chivas 6:40 p.m. United vs. FC Salem	Dream Dream Dream	
Friday, April 16th 5:00 p.m. FC Salem vs. Galaxy 5:50 p.m. Real vs. United 6:40 p.m. Chivas vs. Red Bulls	Dream Dream Dream	Wednesday, May 5th 5:00 p.m. Real vs. FC Salem 5:50 p.m. Red Bulls vs. Galaxy 6:40 p.m. United vs. Chivas	Dream Dream Dream	
Wednesday, April 21 <sup>st</sup> - Pictur 5:00 p.m. United. vs. Red Bulls 5:50 p.m. Chivas vs. FC Salem 6:40 p.m. Real vs. Galaxy	re Day Dream Dream Dream	Friday, May 7th 5:00 p.m. Red Bulls vs. Chivas 5:50 p.m. Galaxy vs. FC Salem 6:40 p.m. United vs. Real	Dream Dream Dream	
Friday, April 23rd 5:00 p.m. Real vs. Chivas 5:50 p.m. Galaxy vs. United 6:40 p.m. Red Bulls vs. FC Salem	Dream Dream Dream	Wednesday, May 12th 5:00 p.m. Red Bulls vs.United 5:50 p.m. FC Salem vs. Chivas 6:40 p.m. Galaxy vs. Real	Dream Dream Dream	
		Friday, April 30 <sup>th</sup> – Rainout make-up day. (Salem School Carnival)		

- \* First team listed will wear blue and have choice to start the game.
- st Games will be two 20 minute minute halves, each team will have one timeout 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 #4 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!