## Salem Parks & Recreation 2009 Fall Soccer 2<sup>nd</sup> Grade

1.	Brahmas	Mike Cooper	794-9437	Sec.
2.	<b>Buffalos</b>	Phil Holmes	423-7723	
3.	Bison	Gina Critchfield	423-2765	
4.	Ox	Camilla Simonsen	794-2041	
5.	Longhorns	Allen Crow	362-9542	
	All			
Salem Downtown Park – North Field				

Thursday, Sept. 10 <sup>th</sup>	Tuesday, Sept. 29 <sup>th</sup>
5:00 Brahmas vs. Buffalos	5:30 Longhorns vs. Ox
6:00 Bison vs. Ox	6:30 Brahmas vs. Bison
7:00 Longhorns vs. Buffalos	
Tuesday, Sept. 15 <sup>th</sup>	<u>Thursday, October 1<sup>st</sup></u>
5:00 Buffalos vs. Longhorns	5:30 Bison vs. Longhorns
6:00 Ox vs. Brahmas	6:30 Ox vs. Buffalos
7:00 Bison vs. Longhorns	
<u>Thursday, 17<sup>h</sup> – Picture Day</u>	Tuesday, October 6 <sup>th</sup>
5:00 Longhorns vs. Ox	5:30 Buffalos vs. Bison
6:00 Brahmas vs. Bison	6:30 Longhorns vs. Brahmas
7:00 Buffalos vs. Ox	
Tuesday, Sept. 22 <sup>nd</sup>	Thursday, October 8th
5:00 Bison vs. Longhorns	5:30 Ox vs. Brahmas
6:00 Ox vs. Buffalos	6:30 Buffalos vs. Longhorns
7:00 Brahmas vs. Bison	
Thursday, Sept. 24 <sup>th</sup>	Tuesday, October 13 <sup>th</sup> – Last game
5:00 Longhorns vs. Brahmas	<mark>5:30</mark> Brahmas vs. Buffalos
6:00 Buffalos vs. Bison	<mark>6:30</mark> Bison vs. Ox
7:00 Ox vs. Brahmas	Revised: 10/08/09

- 1. 6 players will play on the field per team. 6 vs. 6, five players and a goalie.
- 2. Games will be four 10 minute quarters. Coaches will have 1 time per game.
- 3. Game information, standings and weather reports can be found at www.salemcity.org
- 4. No offsides will be played in this league. Players may roam the field.
- 5. All 1<sup>st</sup> grade games will be played at the Downtown Park North Field (60 North 100 East)
- 6. Team pictures; Thursday, Sept. 17<sup>th</sup>. Teams should arrive 1 hr. prior to their game. Downtown Park.
- 7. Teams should play with the same number of player on the field. If one team is short both Teams play the same number of players.
- 8. First team listed on the schedule is home team, choice of kickoff & wears blue.