

HIGH SCHOOL SOCCER LEAGUES



LEAGUE DESCRIPTIONS

HIGH SCHOOL GIRLS

For age-eligible Under 15 through Under 18 Girls.

Open to teams and individuals.

When possible, teams will be placed in separate Gold & Silver Divisions.

HIGH SCHOOL BOYS

For age-eligible Under 15 through Under 18 Boys.

(Coed & Girls Teams allowed if Space is Available)

Open to teams and individuals.

When possible, teams will be placed in separate Gold* & Silver Divisions.

HIGH SCHOOL COED

For age-eligible U15 - U18 Male and Female Players and Teams who want to play together for fun and recreation. Coed Rules apply.

Gold Division

Designed for skilled & experienced varsity, elite or premier level players, who want an advanced to a high level of competitive play.

Silver Division

Designed for novice or developing JV, challenge or recreational players who want a moderate level of competition or who want to play for fun.

HIGH SCHOOL SEASONS

FALL, 2009

Starts Week of November 3rd

Ends by December 19th

No Games Thanksgiving Weekend.

Early Registration Deadline: October 20th

Primary Game Days

High School Girls - Monday or Saturday

High School Boys - Thursday or Saturday

High School Coed - Friday



Winter II, 2010

Starts Week of February 20th

Ends by April 11th

Schedules adjusted for Spring Break

Early Registration Deadline: February 6th

Primary Game Days

High School Coed - Fridays & Sundays

High School Boys & Girls: Not available

TEAM FEES

EARLY BIRD TEAM FEES \$515.00

(For teams that register and pay in full by Early Registration Deadline)

All Other Registrations: Add \$25

(A \$25 late fee will also be added if Team Fee is not paid in Full by 4th Game)

↳ League or Playoff Games

WINTER I, 2010

Starts Week of January 2nd**

Ends by February 20th

Early Registration Deadline: December 21st

(**Season for HS Girls Leagues may start in December to avoid overlap with HS Showcase Tournament or HS Tryouts)

Primary Game Days

High School Girls - Friday & Saturday

High School Boys - Sunday

High School Coed - Weekends (Space Available)

