



# U9-10 GIRLS FUTSAL SCHEDULE



## SESSION I

- |                              |                        |
|------------------------------|------------------------|
| 1.) Falls City (Gold/ Green) | 3.) LSC Red (Red)      |
| 2.) LSC White (White)        | 4.) BC Tigers (Orange) |

<u>DAY/ DATE</u>	<u>8:00 AM</u>	<u>9:00 AM</u>
Saturday, November 18 <sup>th</sup>	1 v 2	3 v 4
Saturday, November 25 <sup>th</sup>	3 v 1	2 v 4
Saturday, December 2 <sup>nd</sup>	1 v 4	2 v 3
	<u>12:00 PM</u>	<u>1:00 PM</u>
Saturday, December 9 <sup>th</sup>	2 v 1	4 v 3
	<u>8:00 AM</u>	<u>9:00 AM</u>
Saturday, December 23 <sup>rd</sup>	4 v 2	3 v 1
	<u>12:00 PM</u>	<u>1:00 PM</u>
Saturday, December 30 <sup>th</sup>	3 v 2	4 v 1
Saturday, January 6 <sup>th</sup>	1 v 3	2 v 4
Saturday, January 13 <sup>th</sup>	<i>- MINI TOURNAMENT - Games Times TBA</i>	

[All games will be played at the Mike Eimers Training Facility \(3001 Stober Ave\)](#)  
**Session II begins Saturday, January 27<sup>th</sup>**

### RULES/ EQUIPMENT

- Each game is 2 x 20 minute halves
- 5 v 5: Four field players and a keeper
- No Outdoor cleats on courts
- Shin guards and socks must be worn by all players
- Please bring your team color and an alternate color to each game. The home team (first team listed) will need to change if there is a color conflict.
- All player fees and team fee are due prior to the start of first league game.
- All FIFA Futsal rules will be enforced as well as the Local Rules of Competition available on the Summary of Futsal Rules. If player receives a red card during a game, they will be suspended for a minimum of one game by the league. The offense shall be reviewed by the Rules Committee to determine if any additional penalties are required for the offense.
- *All players must be registered with Louisville Soccer Alliance or Louisville Soccer Club. If a player is not registered with LSA or LSC they must register into the Kentucky Amateur Soccer League. Players will be checked periodically and if a player is not registered you will have to forfeit that game.*