

2016

ADULT

SOCCER



GOLDEN VALLEY PARKS & RECREATION

2016 Adult Soccer

TEAM REGISTRATION INFORMATION

TO REGISTER YOU MUST COMPLETE ALL ITEMS BELOW:

- Fill in the Team Registration Form completely.
- Submit cash, check, or credit card for the league fee, payable to the City of Golden Valley.
- Submit team roster.
- Submit registration materials. Bring or mail all of the above to the Park & Recreation office at Brookview Community Center, 200 Brookview Parkway, Golden Valley, 55426.

REGISTRATION DEADLINE

- Registrations will be taken beginning immediately. You do NOT need to wait until the deadline date to turn in your registration.
- Registration deadline is **Friday, August 19, 2016 at 4:30 pm.**
- Full payment of league fees must be submitted before a team is registered.

SCHEDULES AND TEAM PACKETS

Games start Friday, September 8, 2016. All managers will be notified via email with game schedules and general information.

QUESTIONS

Contact: John W. Stutzman, CPRP
Email: jstutzman@goldenvalleymn.gov
Phone: 763-512-2340



**Registration Deadline:
August 19, 2016**



GENERAL GAME INFORMATION

Games begin
Friday, September 8.
All games are played
with two 25-minute halves
at Lions Park.
Start times are
6:00, 7:00, 8:00, and 9:00 pm
on Fridays and
12:30, 1:30, 2:30, and 3:30 pm
on Sundays.

TEAM REGISTRATION FORM

League	Night	Classifications	Season	Resident Team	Non-Resident Team (5 or more Non-Residents)
Co-Rec	Friday night and Sunday Afternoon	A, B or C Division	6 weeks & Playoffs	\$480	\$530

Resident: Anyone who lives or works full time in Golden Valley

Non-Resident: Anyone who does not live or work full-time in Golden Valley.

League fees include: all league games, end of season tournament, umpires and staff, game balls, and field maintenance.

<u>DIVISION CHOICE:</u> _____A _____B _____C		<u>MANAGER'S NAME:</u> _____	
		<u>2016 TEAM NAME:</u> _____	
<u>RETURNING TEAM?</u> <input type="checkbox"/> Yes <input type="checkbox"/> No	<u>LEAGUE PLAYED IN 2015:</u> _____	<u>ADDRESS:</u> _____	
<u>2015 TEAM NAME:</u> _____		<u>CITY:</u> _____	<u>ZIP:</u> _____
<u>CREDIT CARD NUMBER:</u> _____		<u>EMAIL ADDRESS:</u> _____	
<u>CARD EXPIRATION DATE:</u> _____	<u>SECURITY CODE (ON BACK):</u> _____	<u>DAYTIME PHONE:</u> _____	<u>EVENING PHONE:</u> _____
<u>VISA OR MASTERCARD:</u> <input type="checkbox"/> Visa <input type="checkbox"/> MasterCard <input type="checkbox"/> Amex <input type="checkbox"/> Discover		<u>SIGNATURE FOR CARD:</u> _____	

CONSENT TO RELEASE OF INFORMATION

I authorize the City of Golden Valley, to disclose to the City's insurer, attorney, staff, coaches, participants, and other personnel involved in this program the following information: name, address and telephone number. This information shall be used for the purpose of program administration. This consent to release information shall expire one year from the date of execution. I understand that the records are protected under state and federal privacy regulations and cannot be disclosed with-out my written consent unless otherwise provided by law. I also understand that I may cancel this consent at any time prior to the information being released.

Team Manager's Signature

Team Name

GOLDEN VALLEY CO-REC SOCCER LEAGUE RULES

ROSTER INFORMATION

1. The deadline for adding players to the roster is September 30, 2016.
2. There is an unlimited amount of players on each roster.
3. Teams must compete with the same roster in play-offs as used in league play.

GAME RULES

1. Games will begin at the scheduled time. A team must have a least eight (8) players on the field (minimum of 3 females) at the scheduled time. If there are not eight eligible players, the game is a forfeit. Officials will not referee forfeited games.
2. A game will consist of two 25 minute halves (running time) with a five-minute intermission.
3. A full team (11) must have a minimum of 4 females and maximum 7 males on the field at all times.
4. All team participants must wear a similar colored shirt. Numbers are highly recommended.
5. A throw-in to the goalie cannot be picked up by the goalie with his/her hands.
6. Goal keepers must provide their own distinctive jersey.
7. Game balls will be provided by the Park & Recreation Department.
8. Generally three referees will officiate games. Each team may be required to supply a line judge.
9. Hands will only be called if the infraction was intentional. Blocking one's body is not intentional. All hand ball calls are up to the referee's discretion.
10. Direction of attack will be determined by a coin toss at start of game.
11. Ties remain as a final score.
12. Shin pads are mandatory and socks must cover the pads.
13. Slide tackles are not allowed. Penalty will be left to the referee discretion.
14. Only those players rostered with the Park and Recreation Department are allowed to participate in the league.
15. Any player receiving a red card or two yellow cards will be suspended from current game and next scheduled game. Second red card, in the same season, player is suspended for remainder of the season.
16. Any profanity, whether it is directed towards a referee, player or teammate; will result in an automatic yellow card.
17. Teams will use all other current FIFA rules pertaining to the game of soccer with the exception of the rules specified above.
18. Players from the 9 pm game must vacate the park by 10 pm.
19. In case of inclement weather call the Activity Cancellation Line two hours before game time for game status: 763-512-2350.

CONDUCT

1. Assaults and indignities to players, officials or scorekeepers will result in automatic suspension from participating in Golden Valley Park and Recreation league competition.
2. Officials have authority to remove or ban a player and/or manager from the game and field should the situation warrant it. Swearing or cursing can be grounds for ejection.
3. Drinking of alcoholic beverages and smoking in park is not allowed.
4. The team manager will represent and be responsible for all actions of the team he represents and spectators during or after the game.
5. Any player fighting or throwing punches will be ejected from the current game and out for the year.