



There are NO tryouts for this grade group.
1st Come 1st Serve.
Registration will open on *Sunday, October 23rd 8am.*

NEW! Spring Festival of Future Stars

(Grade ½ Boys & Girls Only)

What: East Bridgewater Youth Soccer runs a friendly soccer league for Grade 1/2 teams (SSSL starts Spring travel at Grade 3/4). Last year there were almost forty teams representing Whitman, Bridgewater, Hanson, West Bridgewater, East Bridgewater and Raynham.

Abington is planning to participate in the spring of 2017 for the first time! The games are 6v6 with a goalie, which is a big adjustment for this age group.

When:

- The league runs for eight weeks (mid-April-mid-June).
- Games for girls will be played on Saturday (normally between 12:30 and 3:30).
- Games for boys will be played on Sundays (normally between 11:30 and 2:30).
- *Please note game times are yet to be determined and are subject to change.*

Where: All games are played in East Bridgewater at the Belmont Street Fields.

How much: The cost for the spring soccer registration is \$85 and will include a shirt. Players are expected to provide their own shorts and socks.

Our intention is to form teams in November so that coaches can enter their spring teams into the Bridgewater Dome indoor league over the winter. It is not mandatory to play indoor soccer as part of spring soccer; however, we have found that a majority of players like to play at least one session of indoor soccer.

The Bridgewater Dome runs three winter indoor league sessions and we are currently targeting to start in Session 2. Session 2 runs from mid-December to February and Session 3 runs from February through the end of March.

- The indoor league season consists of approximately 8 regular season games (plus one bonus game).
- Indoor games for girls in this age group are played on Saturdays (throughout the day) and boys are on Friday nights (between 5:00 and 8:00 pm).
- The cost and schedule for indoor soccer is not controlled by AYS.
- The cost for indoor soccer usually runs between \$85 and \$100 per player/per session.

