SPENCER COUNTY SPORTS ASSOCIATION

U-4 SOCCER PROGRAM

NEW FOR SPRING 2012

Who may participate: Any child that has turned two (2) and has not reached the age of four (4) by July 31, 2011. All children turning four (4) by July 31, 2011 must register as

a U6 player and play in the U6 division.

Practice: One night per week (Probably Friday evenings, but more days may be added to

accommodate parent's schedules)

Times: 6:00pm – 7:00pm (subject to change due to daylight or coaches schedule)

Cost: \$30 per player (includes a t-shirt and socks)

Duration: 8-10 sessions (will start and run through the normal U6/U8 season)

What to bring: Water bottle, covered shinguards, #3 properly inflated soccer ball, tennis

shoes/cleats.

Registration: Fill out our standard registration form, provide a birth certificate, and pay the

registration fee.

This program is designed to teach soccer fundamentals to all children, regardless of ability, using a fun progressive training program. Your child will learn through interaction with coaches, parents, and other players. Each child is different, so we understand that patience is the key to teaching these young players. The program's main objective is to have fun and teach the children through the use of fun games with and without the ball. Your child will be challenged to listen, repeat what they hear, repeat what they see, and get plenty of exercise. The session may last 30-60 minutes, depending on the children's reactions and attention span, so do not be alarmed if you child does not wish to participate every session or a complete session. Each child will let us know when they have had enough, they are tired, or it's not fun to them, so we may adjust the program accordingly. Please email me if you are interested in participating so that we can get an idea of the numbers in order to prepare for the spring 2012 season. We appreciate the support of the SCSA and look forward to seeing everyone in the spring 2012 season. Have a great and safe winter!!

Thanks, Michael Heuglin