

## SPRING 2010 U10

TEAM #1	LAUREL DAVIS	613-6210
TEAM #2	TONY ERGANG	282-9008
TEAM #3	AUDREY GRAY	969-2878
TEAM #4	ANNETTE PADDACK	282-5516
TEAM #5	JOSH SCROGGINS	282-7906

	<u>03/06</u>	<u>03/13</u>	<u>03/20</u>	<u>03/27</u>	<u>04/03</u>	<u>04/10</u>	<u>04/17</u>	<u>05/01</u>
9:00	01v02	02v04	01v05	05v03	01v03	04v05	05v02	04v03
10:00	03v04	03v01	02v03	04v02	05v04	02v01	01v04	05v01
11:00	02v05		04v01		03v02		03v05	

\*\*\*\*Double header games can be played at a mutually agreed date and time for both teams. If so, contact the referee assignor with the details. For reschedules, contact Doug Whitley *at least 72 hours before the original scheduled game time* at 260-0826 or e-mail at [whitleyd2000@yahoo.com](mailto:whitleyd2000@yahoo.com). Please turn in reschedule form when match is actually played.

Field is located on the South East side of the complex.

Home team listed first. Home team supplies game ball.

Parents and all other spectators are to sit on the side with the bleachers. Coaches and all players are to sit on the side opposite the bleachers (between the fields).

Team check in will take place ten minutes before the scheduled match time. Please have players and field ready. Prior to match, and prior to referee arrival, each coach must verify (by signing rosters) that the opposing team has all necessary paper work. Signed rosters will be given to referee at check in. Referees and LCSC board members will check, at random, to verify that all coaches have complied with paper work requirements. Rosters will be surrendered to the referee at match time. Rosters must be **black and white copies**. Originals, and color copies, will not be accepted.

All teams must obey the 50% rule. All players at a match must play at least 50% of that match. The only exceptions are injury and disciplinary issues. If a team does not follow this rule, please bring it to the attention of LCSC immediately.

Rules and Policies and Procedures for LCSC are available on the web site @ [www.LoCoSoccer.org](http://www.LoCoSoccer.org).