



Soccer Registration is Now Open for the Town Spring 2019 Season

Additional Details: Please go to our website (www.StonehamSoccerClub.com) to the "Registration/Program Info" page.

Important!

Even if your child played or you coached in the Town Fall 2018 program, you **MUST RE-REGISTER** for the **Spring 2019 Program**

(**exception** – a **Travel** player already enrolled in the **Combined Town/Travel** program for Fall 2018 is **automatically enrolled** for Spring 2019)

Registration Fees

U6 – U14

Regular Registration (until 1/31/2019) = \$80

Late Registration (starting 2/1/2019) = \$105

(late registration does not guarantee placement)

Shooting Stars

Registration = \$35

(register early – space is limited)

Shooting Stars Parents

PLEASE consider signing up as a **volunteer coach**

No experience necessary and the more coaches we have, the more teams we can field and reduce the likelihood of your child missing out

Programs and Eligibility

Pre-School Shooting Stars

In Daycare or Pre-School

Born between 9/1/2014 and 8/31/2015

Pre-K / K (Town U6)

Grades Pre-K or Kindergarten in the Fall

Born between 1/1/2012 and 8/31/2014

Grades 1 / 2 (Town U8)

Grades 1st or 2nd in the Fall

Born between 1/1/2010 and 8/31/2012

Grades 3 / 4 (Town U10)

Grades 3rd or 4th in the Fall

Born between 1/1/2008 and 8/31/20010

Grades 5 / 6 (Town U12)

Grades 5th or 6th in the Fall

Born between 1/1/2006 and 8/31/2008

Grades 7 / 8 (Town U14)

Grades 7th or 8th in the Fall

Born between 1/1/2004 and 8/31/2006

Town Registration Note:

Registration prior to January 31st, 2019

is highly encouraged. Player

registrations determine the number of teams and coaches required.

Spots may be limited once regular registration ends.

HOW TO REGISTER:

1. Go to our website: www.StonehamSoccerClub.com
2. Go to the **Member Login** link in the upper right corner
3. Log in / Sign up
4. Complete payment online using a credit card
5. **Questions?** Please email us at StonehamSoccer@gmail.com or call Pam Sherry at 781-438-0736.