



## REGISTER FOR THE FALL 2009 PROGRAM

Cedar River Soccer Association is offering open enrollment for the 2009 Fall youth's soccer program. The Mudpuppy program provides opportunities for children, ages 4-8, to learn fundamental soccer skills, gain appreciation for sportsmanship and a love for the game in a fun, positive and nurturing environment while under the direction CRSA's professional soccer coaches. CRSA is home to 23 State Cup champions and is the #1 ranked soccer club in eastern Iowa ([www.gotsoccer.com](http://www.gotsoccer.com)). Visit [www.crsoccer.com](http://www.crsoccer.com).

### fall season program includes

#### Six training sessions at the CRSA Training Complex

Friday Evenings

**Aug 28, Sept 4, 11, 18, 25, Oct 2 (9)**

**U6:** 5:30 pm – 6:15 pm (4–5 year olds)

**U8:** 6:15 pm – 7:15 pm (6–8 year olds)

*All dates, times, and locations are subject to change.*

#### Four Festival Game Days at the Tuma Soccer Complex

Sunday Afternoons

**Aug 30, Sept 13, 27, Oct 4 (11)**

**U6:** 2:00 pm – 3:00 pm (4–5 year olds)

**U8:** 3:00 pm – 4:30 pm (6–8 year olds)

*Hotline for weather cancellations: 398.4699 option 1*



### cost and eligibility

\$70.00 per player/per season

**U5:** born between 8/1/04 and 7/31/05

**U7:** born between 8/1/02 and 7/31/03

**U6:** born between 8/1/03 and 7/31/04

**U8:** born between 8/1/01 and 7/31/02

### equipment and dress

- All players are required to wear shin guards during training sessions and games.
- U6 players require a size 3 soccer ball and U8 players require a size 4 soccer ball.
- Players should dress comfortably so they can remove layers as they warm up.
- Soccer shoes are optional. Standard athletic shoes will work well.
- Players should have a water bottle for breaks.
- CRSA will provide a keep-sake Mudpuppy shirt to be worn at **all** festival game days.

### registration and information

For additional information about CRSA and to register for the Mudpuppy program, visit us online at:

**[www.crsoccer.com](http://www.crsoccer.com)**