

MAULDIN RECREATION BOYS & GIRLS SOCCER

Registration: Begins June 1st through June 30th, 2024. Registration fees are 85 (in-city) and 105 (out-of-city).

Age Groups: 6U Co-ed, 8U Co-ed, 10U Boys, 12U Boys and All-Girls 10-12U League. **Birth date range is age as of September 1st of 2024.**

Practice: Can begin the week of August 5th. Teams will practice 2 twice a week before the season begins determined by the volunteer coach and staff.

We will not know the exact days for certain team's practices until we have all registered participants, volunteer coaches, and assigned teams.

When the regular season games start, each team will practice once a week. Once we start games, teams will only practice once a week.

Season: Games will begin in September, after Labor Day Weekend and end in October. 6U will play on Saturday mornings. 8U, 10U, and 12U will play Mondays and Wednesdays.

Game & Practice Locations: All games and practices will be at Sunset Park.

Post-season: After all regular season games are played, we will have post-season tournaments for each age group, except for 6U.

Dual Sports: You are more than welcomed to play another sport while doing Soccer. Baseball and Softball is on Tuesday and Thursday only for 4U, 6U, 8U, 10U, and 12U.

SCAP All-Stars: Mauldin Recreation will participate in the SCAP All-Stars postseason District and State Tournament for 8U, 10U, and 12U, if we have enough participants to field a team.

Coaches and players for each team are nominated and selected by the volunteer head coaches. Dates are TBD and will be announced towards the end of the season.

Volunteer Coaches: If you are interested in coaching Soccer, please fill out a volunteer form online at mauldinrecreation.com and email bkrause@mauldinrecreation.com.

Equipment Needed:

1. Shin guards
2. Molded Cleats (no spikes)
3. Athletic Shorts (must not have pockets)
4. Jersey (included in registration)
5. Mouthpiece (Recommended, not included)

Evaluation Dates & Times

6U and 10-12U Girls: No Evaluation

Coed 8U, Boys 10U, 12U: TBA