



LA PINE SOCCER ACADEMY



2024 Soccer Season

Open to Boys & Girls ages 3yrs - 8th grade! La Pine Soccer Academy is a non-profit youth soccer club, open to everyone who wants to play soccer. **Request to play with your friends or a coach!**

Have Questions? Email us: info@lapinesoccer.com or give us a call at: 541-241-2333

IN-PERSON REGISTRATION DATES AND LOCATION

All registrations will be held at La Pine Activity Center (16450 Victory Way)

May 4th from 10:00am–1:00pm **May 18th** from 12:00pm–3:00pm **June 15&16** at Rhubarb Festival

REGISTRATION FEES

Player Fee- **\$100** Player fee includes: team photo, trophy and referee fees.

\$5 discounts for multiple children.

HOME AND AWAY Uniforms: Full Complete Uniform SETS \$65.00

(BOTH SETS are Required for all players)

Uniform cost includes: (2) Jerseys, (2) Shorts, and (4) Socks for total of 1 home set (Navy) and 1 away set (Vegas Gold) All games will be at Finley Butte Park. NO TRAVEL This year we will have one blue and one gold uniform instead of teams using practice bibs. You will need to own both uniforms to play games. **Returning players must purchase new away set (Vegas Gold) \$35**

SOCCER SEASON DATES

- Teams are formed: June 24th, 2024
- Coaches Meeting: June 24th, 2024
- Announce teams June 28th, 2024
- Coach/Parent Team Introduction Week: Jul 1st, 2024
- 4th of July Parade – Soccer Float
- La Pine HS “Hawks Soccer Camp” Open to the public: July 8th, 9th, 10th, 2024
- Practices Start Jul 15th, 2024
- Kick-Off Picnic Jul 27th, 2024
- Registration Closes (No Refunds): Aug 9th, 2024
- Last Day For Team Adjustment & Balancing Closes: Sep 9th, 2024
- Season Games Start: Aug 10th, 2024
- Picture Day Event: Sep 21, 2024 (BYE WEEK NO GAMES)
- Last Game Tournament: Oct 19, 2024

WAYS TO REGISTER YOUR CHILD:

1. Go to our website and sign up online, www.LapineSoccer.com (or scan QR code)
2. Come to one of our in-person registrations!



**Sign-Up
ONLINE!**



www.LaPineSoccer.com

ALL PLAYERS ARE REQUIRED TO HAVE CLEATS AND SHIN GUARDS TO PLAY