



# 2024 Conway Crush Sign-Ups DUE Monday, September 2nd

**Practices will start after registration ends, typically the week after Labor Day.** Teams will be based on the grade your child will be in this fall. Kids of all skill levels and experience are welcome. The following are rough practice/game times and locations for planning purposes. We may look at moving some or all levels of soccer to the Town Field, but we are unsure at this point. We will let you know for sure once a decision is made. Your coach will send more detailed information.

Pre K – K	9:00am Saturdays	SCHOOL FIELD	\$40
1 <sup>st</sup> – 2 <sup>nd</sup>	10:00am Sat & Thurs evening	SCHOOL FIELD	\$45
3 <sup>rd</sup> – 4 <sup>th</sup>	11:30am Sat & Wed evening	SCHOOL FIELD	\$55
5 <sup>th</sup> – 6 <sup>th</sup>	1:30pm Sat & Tues evening	Town Field	\$55

**\$10 off if you already have the shirt;  
Hardship fee available for those who need it, \$5 including shirt.**

**Please plan to attend a parent meeting at the first practice.**

**Gear:** A box of gear will be on the field for the first few practices -- take or leave what you want. *All kids need shin guards.*

**“Playing Up”:** This is at the discretion of the coach. Register at the grade level, then email the Soccer Director so a coach can evaluate your child for appropriate placement. Early sign-up is helpful.

**Volunteering:** If you have interest in helping out in any way---coach, assistant, work bee, lining the field, etc. --please let the Youth Sports Director know.

**Late Registration:** *No late registration for soccer unless players are needed.* Exceptions may be made for those new to town or school. Requests for permission to sign up late go to Youth Sports Director. There is a short timeline between registration, shirt orders, and games. Shirts may be available for late sign ups, but are not guaranteed.

Looking forward to a great season!

Tanya Campbell  
Conway Youth Sports Director

To Register go to -

<https://unipaygold.unibank.com/CustomerInfo.aspx?Customerid=1566>