

ULTIMATE WALK SOCCER CLUB PROGRAMMING INFORMATION

Scheduling

4 Seasons per year: Depends on Field Availability

January - March

April - June

July - September

October- December

Stay Fit Soccer will determine dates for all locations:

Currently:

GrassLawn Redmond, Friday at 10 AM

Starfire Soccer, Tukwila, Monday and Wednesday at 10 AM

Steel Lake, Federal Way for most months of the year, except Winter then play continues indoor at Starfire at 10 AM

Robinswood, Bellevue, Sunday at 3:30 - 4:30 PM

Fields and Times are reserved by SFS

Dates to Avoid:

Sundays: Easter / spring break, Mother's Day, Memorial Weekend, Father's Day, 4th of July, last week in July, last week in August

Wednesdays: 4th of July week, last week in July, last week in August

Fridays: President's Day Weekend, Memorial Weekend, 4th of July Week, first week and last week of August, Friday before Labor Day weekend

Fields will be reserved by Stay Fit Soccer

of Players: Determined by Stay Fit Soccer and advised by UWSC

Example: 20 players per half field = Club Manager + 2 Assistant Club Managers

Full Field: 40 players = Club Manager + 2 or more assistant coaches

Wait List: Stay Fit Soccer will offer a wait list for venues

Outdoor or Indoor:

Decisions to be made by coaches/ managers and Stay Fit Soccer

Special Considerations: Stay Fit Soccer and UWSC will set the mandates when it comes to the safety of the players. For Example: Covid mandates for wearing masks, and vaccinations. Rules of the Game will be determined by UWSC and Stay Fit Soccer.

Level of Play:

At each venue the Club Manager can determine if the level of play is limited. For example: "This session is for intermediate to advanced players. Players must have at least 5 years of playing experience." Stay Fit Soccer will be advised by UWSC and Club Managers.

Program Management of Players

Stay Fit Soccer and UWSC will use Team Cowboy to manage the players and programming. UWSC and Stay Fit Soccer will set the programming. UWSC will advise and monitor the programming. Adjustments to programming will be agreed upon by SFS and UWSC.

Costs: Current fee structure: Per Player Per Game

\$5 for field rental. - depends on the cost of the field rental at a venue/ # of players

\$3 for Referees

\$2 for equipment, Managing program, insurance, offices expenses

SFS will try to keep the games at \$10 or less, but field costs and other expenses may be a determining factor. Offices expenses / salaries are minimal.

Free Registrations for Volunteers:

Club Managers and Assistant Club Managers, SFS Director, UWSC Director, Website Manager, and Laws of the Game Manager will all be compensated for their services by Free Registration of game fees determined by SFS Director.

Referees:

Referee fees are \$60 per 1 hour game.

SFS will schedule and manager all referees

Equipment:

Equipment needs: balls, wazzies and cones, electric whistles, corner flags for goals and any other equipment required to play a game.

Club Managers Responsibilities:

1. Maintain communication with Stay Fit Soccer Director
re: fields, registrations, TC issues and referees needs
2. Maintain communication with UWSC Director regarding: any referee concerns, Field set ups, replacement of Club Managers due to illness, injuries or vacations or Issues with TeamCowboy
3. Communication with players via Team Cowboy, as needed, regarding weekly Games, future registration, need for problem solving, weekly rosters, rule updates.
4. Make team assignments for players each week or game.
5. Thirty minutes prior to games, set up field (s) with wazzies, corner flags for goals, and cones. Pick up equipment after play.
6. Check for all players to be registered with Stay Fit Soccer and/or have liability waivers Signed and submitted to SFS.

7. Keep Emergency info easily accessed.
8. Check in with referee regarding any potential problems or controversial calls before/after play.
9. Report any ref no-show's to SFS. Report yellow and red cards to SFS.
10. Welcome new players. Inform new players of rules and expectations, and use of TeamCowboy