Nicks Kids League

- Begins- September 13, 2019
- Expected to be a total of 14 weeks
- Two 15-minute halves
- 4 players + 1 goal tender per team playing
- No changing goal tender once game starts (except if injury)
- Substitutions every 5 minutes (every team member must play).
- Two goals Rule- same player can only score 2 goals per game, points will be deducted for each goal scored beyond 2 for single player.
- No throw in from sidelines
- Captains/ Leaders are responsible for grades and communication between team(s)
- All members of teams must attend HW club for a number of hours per month. (1 point awarded monthly if each team completes HW club attendance).
- Anyone below a 3.0 must attend HW Club.
- All members *MUST* acknowledge Captains/ Leaders when they text in group chat. Failure to do so will lead to suspension.

Point System:

Per game Win: 3 points Tie: 1 point Lose: 0 points

Mid-season interviews will be conducted by 3 members of each team.

1st place: 10 points 2nd place: 7 points 3rd place: 5 points 4th place: 3 points

GPA:

The first team will receive 10 points The second will receive 8 points The third will receive 4 points The fourth/ lowest will receive 2 points **points will be awarded twice during season (October 4th & November 22nd)

Grand Prize: (tentative) 1st place: TO BE DETERMINED 2nd place: TO BE DETERMINED 3rd place: Wash police vehicles 4th place: Wash police vehicles

Points will be deducted when:

There is an absence without notifying before within reasonable time. Wrong or incomplete uniform.

1st offense: -1 point 2nd offense: -2 points

If first and second place are trailing by 5 points or less there will be a championship game to decide the winner.

Absolutely no: Headers Sliding

Throw Ins

SAFETY IS FIRST. EVERYONE NEEDS TO WATCH OUT FOR EACH OTHER REGARDLESS OF TEAMS. BIG KIDS NEED TO BE AWARE OF SMALL KIDS LOCATION TO MAKE SURE THEY ARE NOT IN FRONT OF THEM WHEN THEY SHOOT THE BALL.

A PLAYER GOES DOWN INJURED WE STOP THE GAME, MAKE SURE THEIR OK, AND HELP THEM UP.