



# Arsenal Colorado 6v6 Youth Tournament Registration

Tournament on June 25

**DEADLINE TO REGISTER: JUNE 12**

TEAM NAME: \_\_\_\_\_

AGE GROUP\*: \_\_\_\_\_ Gender: M / F

*\*Based on Fall 2022\* (Please write only ONE age group.)*

Team Representative Name: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

REQUESTED AGE GROUP\*:

\_\_\_\_\_ U9-U10 BOYS & GIRLS  
BIRTHDATE IN 2014 & 2013

\_\_\_\_\_ U11-U12 BOYS & GIRLS  
BIRTHDATE IN 2012 & 2011

\_\_\_\_\_ U13-U14 BOYS & GIRLS  
BIRTHDATE IN 2010 & 2009

\_\_\_\_\_ HIGH SCHOOL COED  
BIRTHDAY IN 2008-2004

\*If you are a recreational team and have a team of players all in one grade, please call the office to verify which age group to sign up for. We are trying to accommodate both grade level and birth year based teams. (970)226-4253

\*\*We will do our best to place teams in divisions with teams of similar skill level but can make no guarantees.

## 6v6 Youth Tournament Policies and Procedures

**Team Registration:** Teams must register and pay the \$225 team fee in ONE payment at the time of registration. Teams should register for a division based upon Fall 2022 registration age. Teams with players in more than one age group must register in the division of the oldest player on the team. Player registration details will be provided after your team is confirmed.

**Number of Players Per Team:** There is a suggested team size of 8-10 players per team roster. A team must have a minimum of 4 field players to start a game. A player may only be rostered with one team per age division.

**Weather Related Issues:** Arsenal Colorado reserves the right to modify, reschedule or cancel games due to inclement weather. Every effort possible will be made to play the games.

**On-Field Rules:** You can find the complete 6v6 Tournament rules on our website at [www.soccerfortcollins.org](http://www.soccerfortcollins.org).

I acknowledge that I have read the 6v6 Tournament Policies and Procedures and Rules.

Team Representative Signature: \_\_\_\_\_ Date: \_\_\_\_\_