

Fall 2021 Calendar

<u>July</u>

July 7th, 2021 - League Registration open - https://system.gotsport.com/event_regs/c67ae482b7

Clubs should enter in teams/ Age Brackets/ Divisions placements at this time.

Suggestion--for your use only per club a detailed calendar of school/ town events/ fall festivals/SAT testing /etc. that may cause conflicts with field Scheduling. Be proactive to help with the scheduling process.

July 7th, 2021 – Preseason Jamboree Registration Open – To be held on August 21-22. https://system.gotsport.com/event_regs/a491c21377

August

League Kickoff meeting will occur in August, time and place TBD

August 1st, 2021- State Affiliation Fee Due -All Clubs need to log in and pay their State Affiliation fee thru this link provided by state admin. SAF is \$100.00 per club.

August 3rd, 2021 - Locations Manager Contact Information must be emailed to League Director at <u>director@nhsoccerleague.com</u>. ONLY FOR NEW CLUBS AND NEW LOCATION MANAGERS.

Location managers are the contact person(s) who are handling the club game scheduling. This list will be given out to clubs and published during the scheduling process so that clubs may contact each other to avoid schedule conflicts. This helps to limit the number of game changes during the season. Please make sure the person you have on this list is a contact within your club. They will continue to receive information throughout the season. All that is needed is:

- First and Last Name
- Email
- Secondary person or email
- Primary phone number







August 4th, 2021 – League Registration Closes (teams/ Age Brackets/ Divisions placements need to be complete at this time) at 11:59pm.

August 6th, 2021 – TEAM DROPS DUE AT NOON TIME TODAY. After this time, teams will be automatically be charged the remainder of their registration fees (minus the initial \$50 non-refundable deposit).

August 6th, 2021 - Preliminary Divisions released to Clubs. <u>Clubs need to verify that they are in the</u> <u>correct gender, age and division.</u>

August 9th, 2021 – Final Divisions Released – any changes must be submitted by noon time on this day.

August 9th, 2021 – Schedule to Location Managers for scheduling of home games – The clubs will be able to see home and away games at this time and will be able to reach out to other location managers to plan accordingly and work thru times/dates for all games. Reminder a game can be moved to any day of the week if a team agrees. DATES CANNOT BE MOVED WITHOUT APPROVAL.

August 10th, 2021 – Final remaining league fee balance is scheduled to be automatically withdrawn from card/ACH provided at registration on this date. Clubs will not be able to start playing games until these are paid.

August 13th, 2021 - Schedule due back from location managers – All home games should be scheduled at this time and conflicts with opposing teams worked out.

August 15th, 2021 - Schedule given to the Assignor for Referee assignments. Any game changes after this date will need to be done by using a game change form and paying the appropriate fee.

August 15th, 2021 – Jamboree schedule released to the clubs. Please verify division placement.

August 16th, 2021 - Final League Schedule Released to the public.

August 16th, 2021 - Final Jamboree Schedule Released to the public.

August 20th, 2021 - Rosters Due to the state – When Submitting Rosters, the teams should be submitted, complete and ready. Additional players can be added up until the roster freeze date. Only players with verified birth certificates will be generated. State fees will begin to be processed, and need to be paid in full before a team can start playing.

August 21st and/or 22nd, 2021 – Preseason Jamboree

August 28th, 2021 - Start of season







<u>September</u>

September 4th & 5th, 2021 - No games. Labor Day Weekend.

<u>October</u>

October 8th, 2021 - Roster Freeze- No changes other than coaches will be accepted after this date.

October 9th & 10th, 2021 – No games. Columbus Day Weekend.

October 24th, 2021 – Last Regular Season Games

October 30th & 31st, 2021 - Playoff weekend





