

2026 SOCCER SCHEDULE U8										
FRANCONIA PARK #1, #2, & #3 Mon/Wed										
Practice Start Time: 6:15 PM					Game Start Time: 6:30 PM					
(Must arrive 15 mins prior to game start time)										
		TEAMS					COLOR			
		Team #1	Coronados Pool Plaster				Blue			
		Team #2	Nuttty Novelties				Red			
		Team #3	Frankensaurus				Green			
		Team #4	Hilltop Farm & Fence				Orange			
		Team #5	Cope's Garage				Silver			
		Team #6	Flora Functional Med				Yellow			
* practice										
V games			FIELD # 1		FIELD # 2		FIELD # 3			
JULY										
6	MON		1 * 2		3 * 4		5 * 6			
8	WED		4 * 5		2 * 6		1 * 3			
13	MON		3 * 6		1 * 4		2 * 5			
15	WED		1 * 5		2 * 3		4 * 6			
20	MON		3 * 5		1 * 6		2 * 4			
22	WED		1 * 2		3 * 4		5 * 6			
27	MON		4 * 5		2 * 6		1 * 3			
29	WED		3 V 6		1 V 4		2 V 5			
AUGUST										
3	MON		1 V 5		2 V 3		4 V 6			
5	WED		3 V 5		1 V 6		2 V 4			
10	MON		1 V 2		3 V 4		5 V 6			
12	WED		4 V 5		2 V 6		1 V 3			
17	MON		PICTURE DAY - NO GAMES							
19	WED		3 * 6		1 * 4		2 * 5			
24	MON		1 V 5		2 V 3		4 V 6			
26	WED		3 V 5		1 V 6		2 V 4			
31	MON		1 V 2		3 V 4		5 V 6			
SEPTEMBER										
2	WED		4 V 5		2 V 6		1 V 3			
7	MON		LABOR DAY - NO GAMES							
9	WED		3 V 6		1 V 4		2 V 5			
12	SAT		SOCCER DAY							

***Weather Policy*:** SISL does not guarantee a minimum number of games and is not responsible for games/practices lost due to weather and/or field conditions. No refunds or partial refunds will be issued due to games lost because of weather and/or field conditions. The safety of our players, coaches and refs comes first. We will make all final decisions on playing on a specific night with bad weather by 5pm. Coaches will make decisions on the field if weather starts to increase in severity. Parents and Players must leave the fields immediately if a Coach/Ref sees threatening weather. Practices/Games are not made up if missed. If you are already at a field, you are to leave immediately if someone sees or hear thunder/lightening. We do not allow for practices/games to reconvene as the threat could still be in the area.