

Coed U6 & U7 Friendly

Current as of
5/21/2013, 11:12 PM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 13</u>	<u>FIELD 14</u>
8:00		
8:35	A1 V A2	B1 V B2
9:10		
9:45	A2 V A3	B2 V B3
10:20		
10:55	A1 V A3	B1 V B3
11:30		
12:05	A1 V B1	A2 V B2
12:40		
1:15	A3 V B3	

<u>TEAMS</u>	<u>Points</u>			
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 AFC United (U6)	9	10	0	19
A2 Stars	1	1	2	4
A3 Cheetahs	9	0	1	10
B1 Celtics SC	9	9	10	28
B2 AFC United (U7)	2	1	9	12
B3 Dynamo United	1	3	9	13

Friendly Matches

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Boys U7 White & Playoff

ROUND ROBIN PLAY

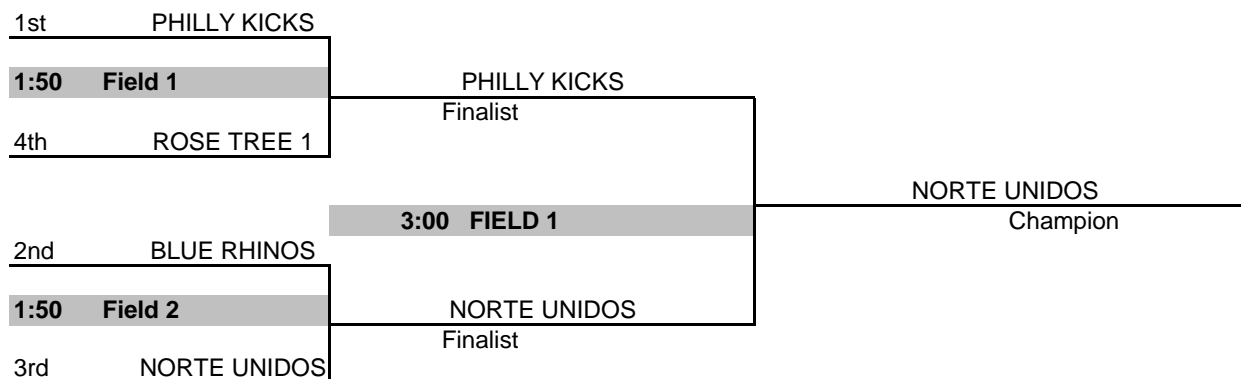
<u>TIMES</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 3</u>
8:00	A1 V A2	A3 V A4	A5 V A6
8:35			
9:10	A7 V A1	A2 V A3	A4 V A5
9:45			
10:20	A6 V A7	A3 V A5	A2 V A4
10:55			
11:30		A1 V A6	A2 V A7
12:05			
12:40	A5 V A7	A6 V A4	A1 V A3

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	Rose Tree 1	3	2	9	9	23
A2	Norte Unidos 06	9	9	6	1	25
A3	AFA	2	3	9	3	17
A4	Blue Rhinos	9	9	6	9	33
A5	Rose Tree 2	1	2	3	0	6
A6	Rose Tree 3	9	1	2	3	15
A7	Philly Kicks	9	9	9	10	37

TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip



Boys U8 Red & Playoff

Current as of
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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 15</u>	<u>FIELD 16</u>
8:00		
8:35	A1 V A2	B1 V B2
9:10		
9:45	A2 V A3	B2 V B3
10:20		
10:55	A1 V A3	B1 V B3
11:30		
12:05	A1 V B1	A2 V B2
12:40		
1:15	A3 V B3	

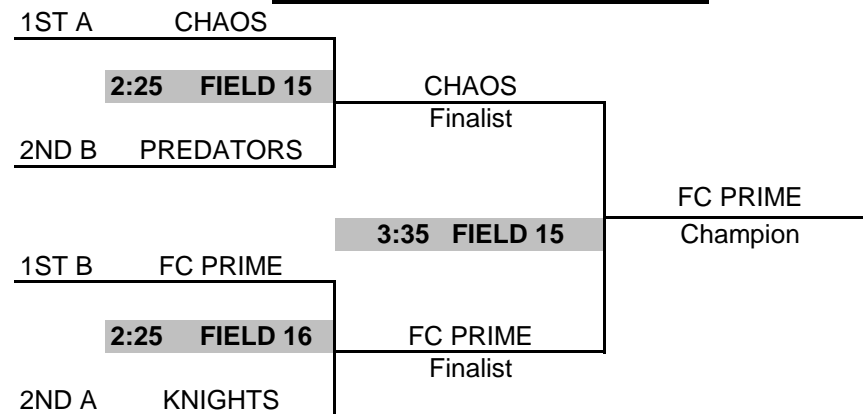
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

<u>TEAMS</u>	<u>Points</u>			
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 CV Thunder	2	3	6	11
A2 Chaos	9	9	9	27
A3 Knights	3	9	9	21
B1 Predators	2	9	6	17
B2 Fusions FC Prime	9	9	2	20
B3 Norwin Chaos	3	3	1	7

PLAYOFF SCHEDULE



Boys U8 White & Playoff

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 13</u>	<u>FIELD 14</u>
8:00	A3 V A4	A2 V A1
8:35		
9:10	A2 V A3	A5 V A1
9:45		
10:20	A1 V A3	A5 V A4
10:55		
11:30	A3 V A5	A4 V A2
12:05		
12:40	A4 V A1	A5 V A2
1:15		

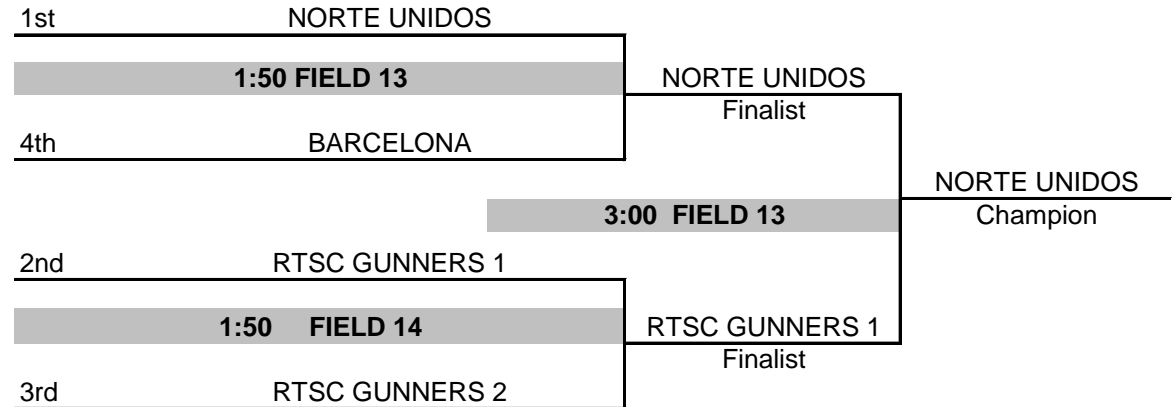
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1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

<u>TEAMS</u>		<u>Points</u>				
		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Game 4</u>	<u>Total</u>
A1	Barcelona	0	3	0	9	12
A2	RTSC Gunners 1	10	0	10	3	23
A3	Norde Unidos 05	10	10	10	9	39
A4	Real Madrid	0	3	0	3	6
A5	RTSC Gunners 2	9	9	1	3	22

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U9 Red

Current as of
5/21/2013, 11:12 PM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 3</u>
8:00			
8:35	A1 V A2	B1 V B2	B3 V B4
9:10			
9:45	B2 V B4	A2 V A4	A1 V A3
10:20			
10:55	B1 V B3	A1 V A4	A2 V A3
11:30			
12:05	B2 V B3	A3 V A4	B1 V B4
12:40			

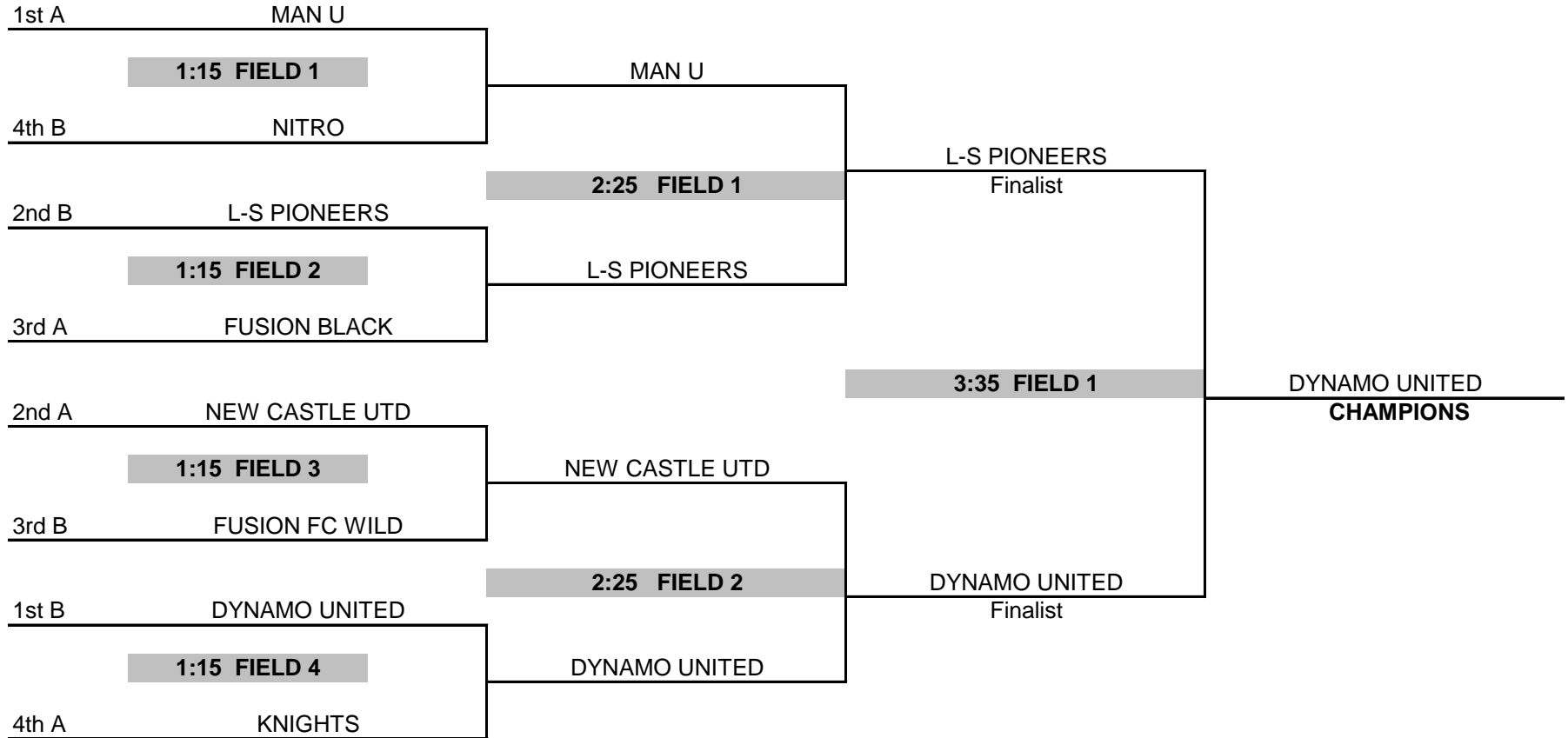
<u>TEAMS</u>	<u>Points</u>			
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 Fusion Black	9	0	9	18
A2 New Cattle Utd	1	10	9	20
A3 Man U	10	3	9	22
A4 Knights	0	1	3	4
B1 Nitro	2	3	3	8
B2 Fusion FC Wildc	9	2	3	14
B3 Dynamo United B	8	9	9	26
B4 L-S Pioneers 03	1	9	9	19

TEAMS WILL BE SEEDED FOR PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Boys U9 Red Playoff



Boys U9 White & Playoff

Current as of
5/21/2013, 11:12 PM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 15</u>	<u>FIELD 16</u>
8:00	A1 V A2	B1 V B2
8:35		
9:10	A2 V A3	B2 V B3
9:45		
10:20	A1 V A3	B1 V B3
10:55		
11:30	A1 V B1	A2 V B2
12:05		
12:40	A3 V B3	
1:15		

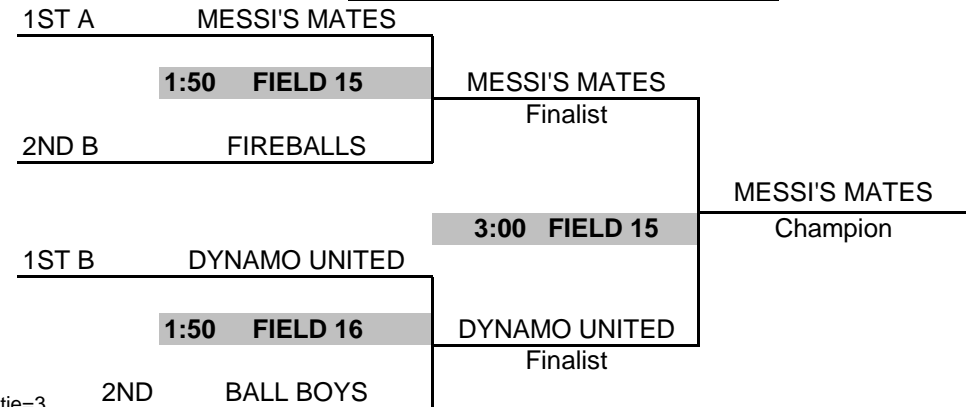
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

<u>TEAMS</u>	<u>Points</u>			
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 Messi's Mates	10	9	9	28
A2 Celtic SC	0	3	2	5
A3 Ball Boys	9	1	1	11
B1 Fusion White	9	3	1	13
B2 Fireballs	3	2	9	14
B3 Dynamo United A	9	9	9	27

PLAYOFF SCHEDULE



Boys U9 White & Playoff

Boys U10 Red & Playoff

Current as of
5/21/2013, 11:12 PM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 11</u>	<u>FIELD 12</u>
8:00	A1 V A2	A3 V A4
8:35		
9:10	A2 V A3	A1 V A4
9:45		
10:20	A1 V A3	A2 V A4
10:55		
11:30		
12:05		

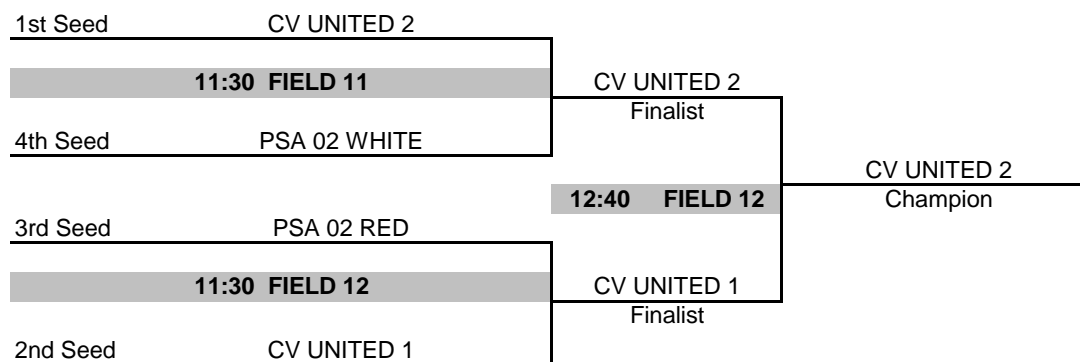
ALL FOUR TEAMS MOVE ON TO PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

		Points			
<u>TEAMS</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>	
A1 CV United 1	10	9	3	22	
A2 PSA 02 White	0	1	1	2	
A3 CV United 2	9	9	9	27	
A4 PSA 02 Red	2	1	8	11	

PLAYOFF SCHEDULE



Boys U10 White & Playoff

ROUND ROBIN PLAY

TIMES	FIELD 11	FIELD 12
8:00		
8:35	A3 V A4	A2 V A1
9:10		
9:45	A2 V A3	A5 V A1
10:20		
10:55	A1 V A3	A5 V A4
11:30		
12:05	A3 V A5	A4 V A2
12:40		
1:15	A4 V A1	A5 V A2

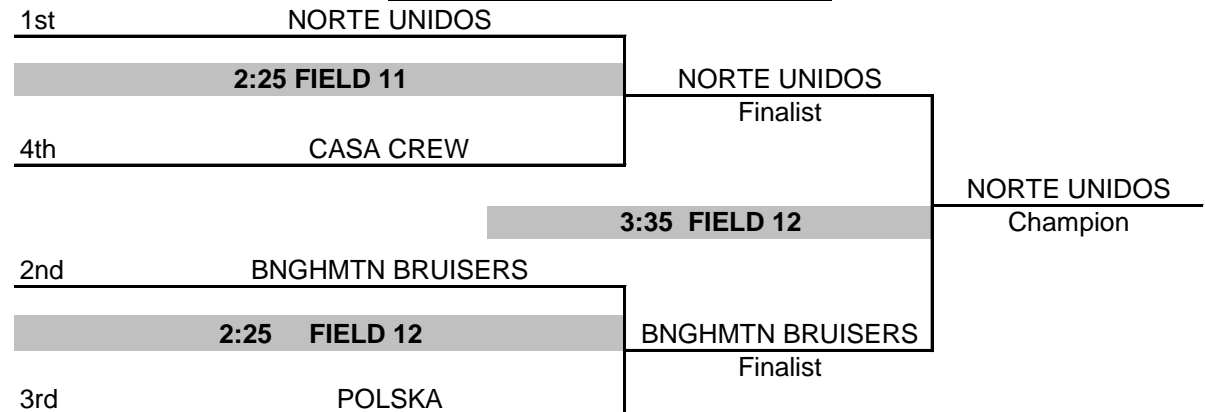
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

TEAMS		Points				Total
		Game 1	Game 2	Game 3	Game 4	
A1	CASA Crew	2	3	2	9	16
A2	Norte Unidos 03	9	9	9	9	36
A3	Bnghmtn Bruisers	9	2	9	9	29
A4	AFA	1	6	2	3	12
A5	Polska	9	6	3	1	19

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U11 RW & Playoff

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 9</u>	<u>FIELD 10</u>
8:00	A3 V A4	A2 V A1
8:35		
9:10	A2 V A3	A5 V A1
9:45		
10:20	A1 V A3	A5 V A4
10:55		
11:30	A3 V A5	A4 V A2
12:05		
12:40	A4 V A1	A5 V A2
1:15		

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

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3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

		Points				
<u>TEAMS</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Game 4</u>	<u>Total</u>
A1	Jaguars-Bale	2	2	3	9	16
A2	CV United	9	9	9	3	30
A3	Jaguars-Messi	3	3	9	3	18
A4	Cannons	9	9	3	3	24
A5	Eagle FC United	9	3	9	9	30

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U12 Red & Playoff

ROUND ROBIN PLAY

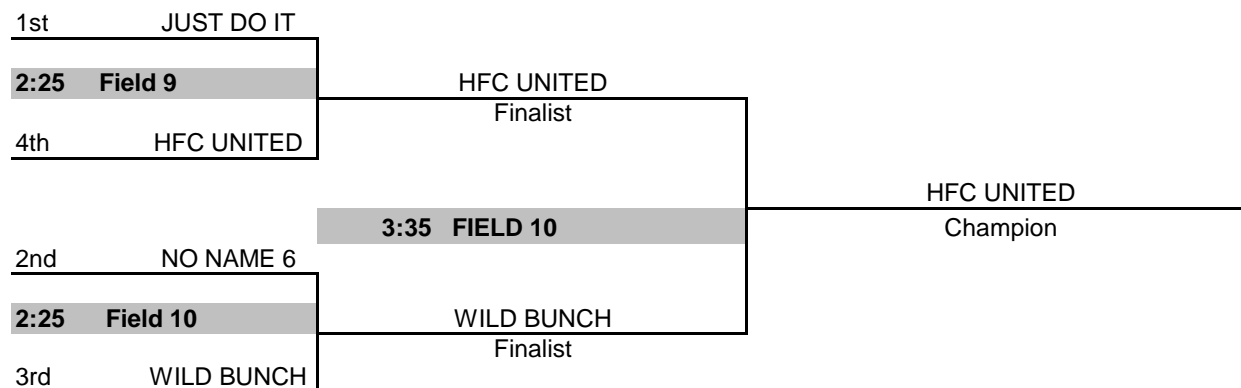
<u>TIMES</u>	<u>FIELD 8</u>	<u>FIELD 9</u>	<u>FIELD 10</u>
8:00			
8:35	A1 V A2	A3 V A4	A5 V A6
9:10			
9:45	A7 V A1	A2 V A3	A4 V A5
10:20			
10:55	A6 V A7	A3 V A5	A2 V A4
11:30			
12:05		A1 V A6	A2 V A7
12:40			
1:15	A5 V A7	A6 V A4	A1 V A3

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	Just Do It	10	6	9	9	34
A2	CV Tinplaters	0	9	3	0	12
A3	Solanco United	0	3	3	2	8
A4	No Name 6	10	3	9	9	31
A5	The Wild Bunch	9	9	9	3	30
A6	Penn Boys	3	9	2	3	17
A7	HFC United	6	3	10	9	28

TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip



Boys U12 White

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 5</u>	<u>FIELD 6</u>	<u>FIELD 7</u>
8:00			
8:35	A1 V A2	B1 V B2	B3 V B4
9:10			
9:45	B2 V B4	A2 V A4	A1 V A3
10:20			
10:55	B1 V B3	A1 V A4	A2 V A3
11:30			
12:05	B2 V B3	A3 V A4	B1 V B4
12:40			

<u>TEAMS</u>	<u>Points</u>			<u>Total</u>
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	
A1 Cen Penn Predator	9	9	2	20
A2 Legacy	3	3	9	15
A3 FSA White	3	2	1	6
A4 Classic United	9	9	9	27
B1 FC Classics	9	3	9	21
B2 JTS Young Guns	3	9	9	21
B3 Mutiny	9	9	3	21
B4 FSA Blue	3	3	3	9

TEAMS WILL BE SEEDED FOR PLAYOFFS

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3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Boys U12 White Playoff



Boys U13 & U14 RW & Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 4</u>	<u>FIELD 5</u>
8:00	A1 V A2	B1 V B2
8:35		
9:10	A2 V A3	B2 V B3
9:45		
10:20	A1 V A3	B1 V B3
10:55		
11:30	A1 V B1	A2 V B2
12:05		
12:40	A3 V B3	
1:15		

TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

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<u>TEAMS</u>	<u>Points</u>			
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 Manheim Mutiny 1	9	9	9	27
A2 Incognito	3	10	9	22
A3 CV Fire	0	1	3	4
B1 Monsters '99	3	3	3	9
B2 Manheim Mutiny 2	9	3	2	14
B3 Carbon Mayhem	9	9	9	27

PLAYOFF SCHEDULE

1ST A MANHEIM MUTINY 1		
1:50 FIELD 4	MANHEIM MUTINY 1	MANHEIM MUTINY 1 Champion
	Finalist	
2ND B MANHEIM MUTINY 2		
	3:00 FIELD 5	
1ST B CARBON MAYHEM		
1:50 FIELD 5	INCOGNITO	INCOGNITO Finalist
	Finalist	
2ND A INCOGNITO		

Boys U14 White

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 17</u>	<u>FIELD 18</u>	<u>FIELD 19</u>
8:00	A2 V A1	B2 V B1	
8:35	A3 V A4	B3 V B4	
9:10	A5 V A1	B5 V B1	A2 V A3
9:45	A5 V A4	B2 V B3	B5 V B4
10:20	A1 V A3	B1 V B3	A4 V A2
10:55	A5 V A2	B4 V B1	B5 V B2
11:30	A4 V A1		
12:05	A3 V A5	B4 V B2	B3 V B5

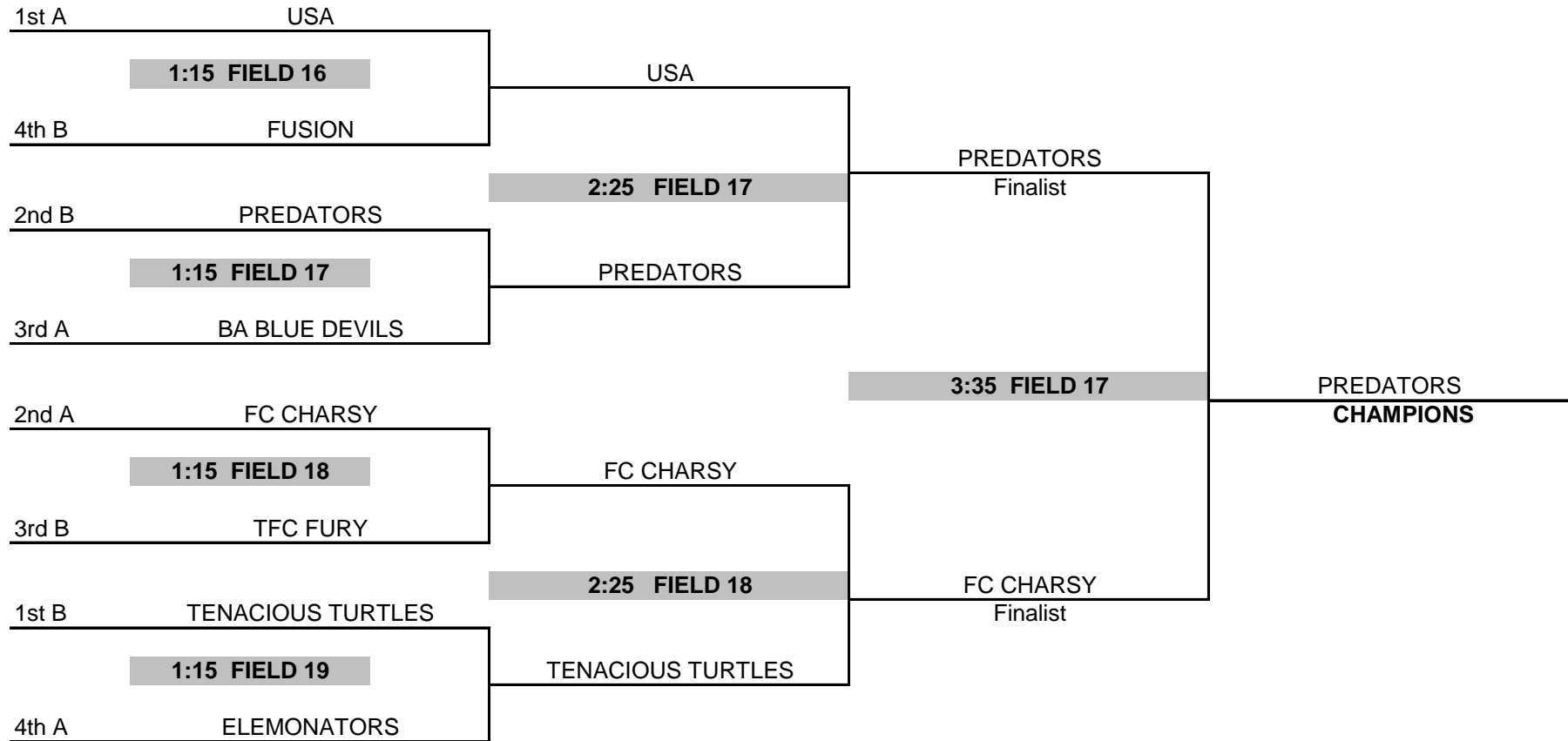
<u>TEAMS</u>	<u>Points</u>				
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Game 4</u>	<u>Total</u>
A1 USA	9	9	9	9	36
A2 FC CHARSY	3	9	9	9	30
A3 eLEMONators	9	3	1	2	15
A4 Die Hard	3	3	3	3	12
A5 BA Blue Devils	3	9	3	9	24
B1 Tenacious Turtle	9	9	9	3	30
B2 Fusion	3	6	9	3	21
B3 TFC Fury	3	6	3	9	21
B4 Predators	9	2	9	9	29
B5 Hartford Patriot	3	9	3	2	17

TOP FOUR IN EACH BRACKET MAKE PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Boys U14 White Playoffs



Boys U15 & U16 RW

Current as of
5/21/2013, 11:12 PM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 6</u>	<u>FIELD 7</u>	<u>FIELD 8</u>
8:00	A1 V A2	B1 V B2	B3 V B4
8:35			
9:10	B2 V B4	A2 V A4	A1 V A3
9:45			
10:20	B1 V B3	A1 V A4	A2 V A3
10:55			
11:30	B2 V B3	A3 V A4	B1 V B4
12:05			
12:40			

Points

<u>TEAMS</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 Dynamo United	3	9	3	15
A2 Defending Champs	9	9	9	27
A3 Sexy Six	2	3	3	8
A4 Tides	3	9	9	21
B1 Knuckleheads	9	3	2	14
B2 Intensity	3	9	3	15
B3 Manheim	9	9	9	27
B4 AFC Wimbledon	3	3	9	15

TEAMS WILL BE SEEDED FOR PLAYOFFS

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Boys U15 & U16 RW Playoff

