

Coed U6 & U7 Friendly

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 9</u> | <u>FIELD 10</u> | <u>FIELD 11</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 | | | | |
|--------------|-----------------|---------------|---------------|---------------|---------------|--------------|
| <u>TEAMS</u> | | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | <u>Total</u> |
| A1 | Power Bacon | 6 | 9 | 2 | 9 | 26 |
| A2 | VCS United | 6 | 9 | 10 | 9 | 34 |
| A3 | Lanc Flash | 0 | 2 | 9 | 3 | 14 |
| A4 | St. Joe's | 8 | 1 | 2 | 2 | 13 |
| A5 | Coco Vipers | 0 | 9 | 2 | 10 | 21 |
| A6 | Hawks | 10 | 9 | 9 | 9 | 37 |
| A7 | SocShotsClassic | 1 | 1 | 0 | 0 | 2 |

Boys U8 Red & Playoffs

Current as of
5/22/2014, 12:04 AM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 7</u> | <u>FIELD 8</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

| TEAMS | Game 1 | Game 2 | Game 3 | Total |
|-------------------|--------|--------|--------|-------|
| A1 LS White Crush | 10 | 9 | 9 | 28 |
| A2 FC Royale | 0 | 6 | 1 | 7 |
| A3 Scrappers | 3 | 6 | 1 | 10 |
| A4 Stooges | 9 | 2 | 9 | 20 |

PLAYOFF SCHEDULE

| | | | | |
|--------------------|----|----------------------|----------------------|----------------|
| 1st LS White Crush | 10 | | | |
| | | 11:30 FIELD 7 | | |
| | | | LS White Crush 8 | |
| | | | Finalist | |
| 4th FC Royale | 2 | | | |
| | | | | |
| | | | 12:40 FIELD 7 | |
| | | | | LS White Crush |
| | | | | Champion |
| 3rd Scrappers | 1 | | | |
| | | 11:30 FIELD 8 | | |
| | | | Stooges 3 | |
| | | | Finalist | |
| 2nd Stooges | 6 | | | |

Boys U8 White

Current as of
5/22/2014, 12:04 AM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 9</u> | <u>FIELD 10</u> | <u>FIELD 11</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 Real Amigos | 9 | 3 | 9 | 21 |
| A2 Red Falcons | 3 | 1 | 0 | 4 |
| A3 Philly United | 9 | 10 | 9 | 28 |
| A4 Strike Force | 9 | 3 | 3 | 15 |
| B1 U-8 Strikers | 2 | 3 | 9 | 14 |
| B2 Predators | 9 | 9 | 3 | 21 |
| B3 Juventus u8 | 9 | 9 | 9 | 27 |
| B4 SocShotsPremier | 2 | 1 | 3 | 6 |

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 White Playoff



Boys U9 Red & White

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 1</u> | <u>FIELD 2</u> | <u>FIELD 3</u> | <u>FIELD 4</u> |
|--------------|----------------|----------------|----------------|----------------|
| 8:00 | | | | |
| 8:35 | A1 V A2 | A3 V A4 | A5 V A6 | A7 V A8 |
| 9:10 | | | | |
| 9:45 | A9 V A1 | A2 V A3 | A4 V A5 | A6 V A7 |
| 10:20 | | | | |
| 10:55 | A8 V A9 | A6 V A3 | A2 V A4 | A5 V A7 |
| 11:30 | | | | |
| 12:05 | A6 V A8 | A9 V A2 | A1 V A3 | A7 V A4 |
| 12:40 | | | | |
| 1:15 | | A8 V A1 | A9 V A5 | |

| | | Points | | | | |
|----|-----------------|--------|--------|--------|--------|-------|
| | TEAMS | Game 1 | Game 2 | Game 3 | Game 4 | Total |
| A1 | MT Strikers | 9 | 9 | 9 | 9 | 36 |
| A2 | CV United Red | 2 | 0 | 1 | 9 | 12 |
| A3 | RTSC Gunners | 3 | 10 | 6 | 3 | 22 |
| A4 | Outkasts | 9 | 3 | 9 | 9 | 30 |
| A5 | Eph. Wildcats | 6 | 9 | 9 | 3 | 27 |
| A6 | Primera | 6 | 9 | 9 | 3 | 30 |
| A7 | Copa | 9 | 2 | 1 | 3 | 15 |
| A8 | CV United White | 2 | 3 | 3 | 2 | 10 |
| A9 | Classico | 2 | 9 | 3 | 9 | 23 |

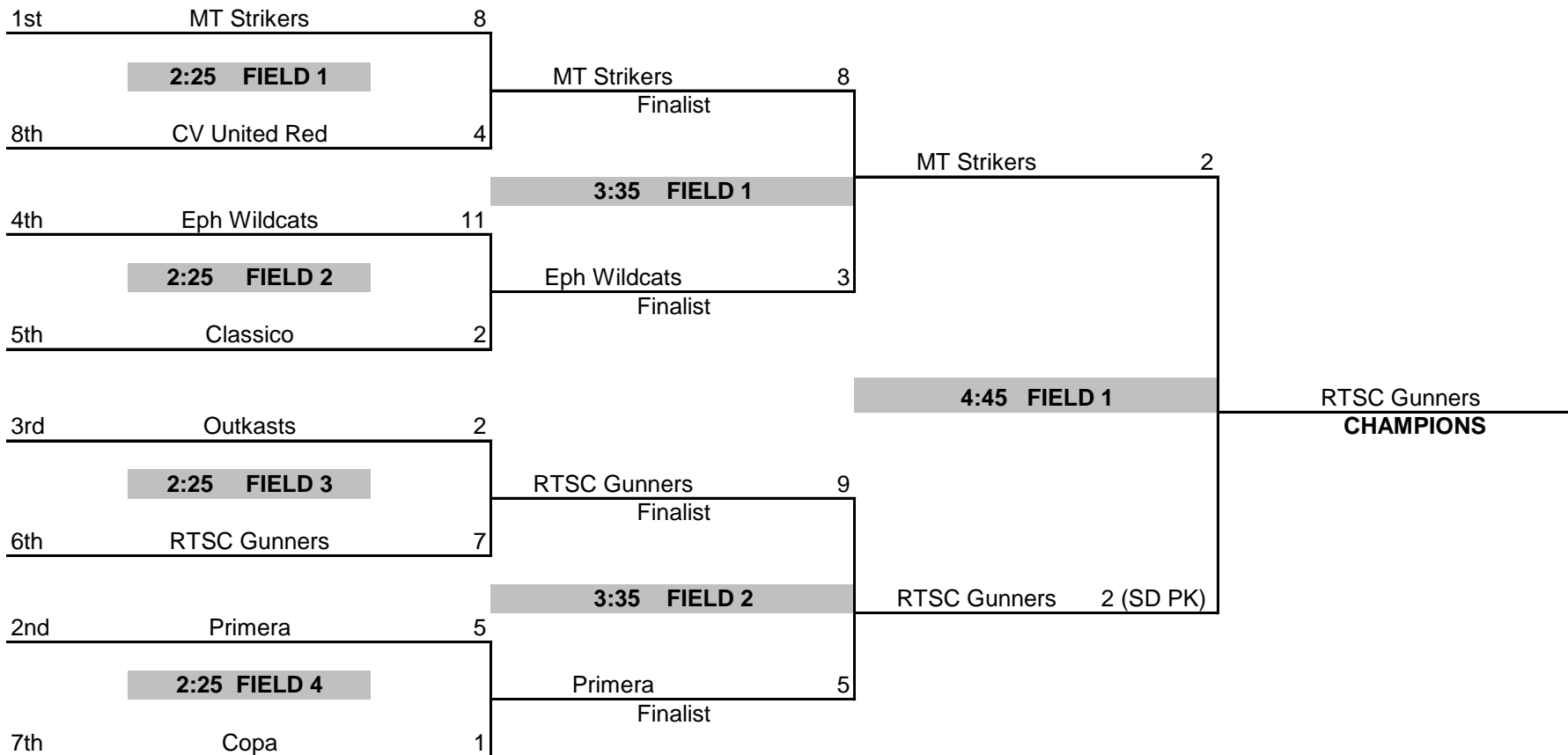
TOP EIGHT TEAMS MOVE ON TO PLAYOFFS

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

Boys U9 Red & White Playoffs

Current as of
5/22/2014, 12:04 AM



Boys U10 & U11 Red White 1

Current as of
5/22/2014, 12:04 AM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 1</u> | <u>FIELD 2</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 | A3 V B3 |
| 12:05 | | | |
| 12:40 | | | |
| 1:15 | | | |

| <u>TEAMS</u> | <u>Points</u> | | | |
|--------------------|---------------|---------------|---------------|--------------|
| | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 Predators | 9 | 9 | 9 | 27 |
| A2 Fireballs | 3 | 9 | 3 | 15 |
| A3 Fusion Strikers | 2 | 3 | 2 | 7 |
| | | | | |
| B1 PSA White | 0 | 5 | 1 | 6 |
| B2 Messi's Mates | 10 | 9 | 9 | 28 |
| B3 LS Pioneers | 1 | 5 | 9 | 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

Boys U10 & U11 Red White 2

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 3</u> | <u>FIELD 4</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 | | |

| TEAMS | | Points | | | | Total |
|-------|----------------|--------|--------|--------|--------|-------|
| | | Game 1 | Game 2 | Game 3 | Game 4 | |
| A1 | Union | 9 | 3 | 3 | 9 | 24 |
| A2 | PSA Green | 1 | 0 | 9 | 2 | 12 |
| A3 | Ball Boys | 9 | 10 | 9 | 9 | 37 |
| A4 | Predators Gold | 1 | 2 | 3 | 3 | 9 |
| A5 | S.C. Lightning | 9 | 9 | 3 | 9 | 30 |

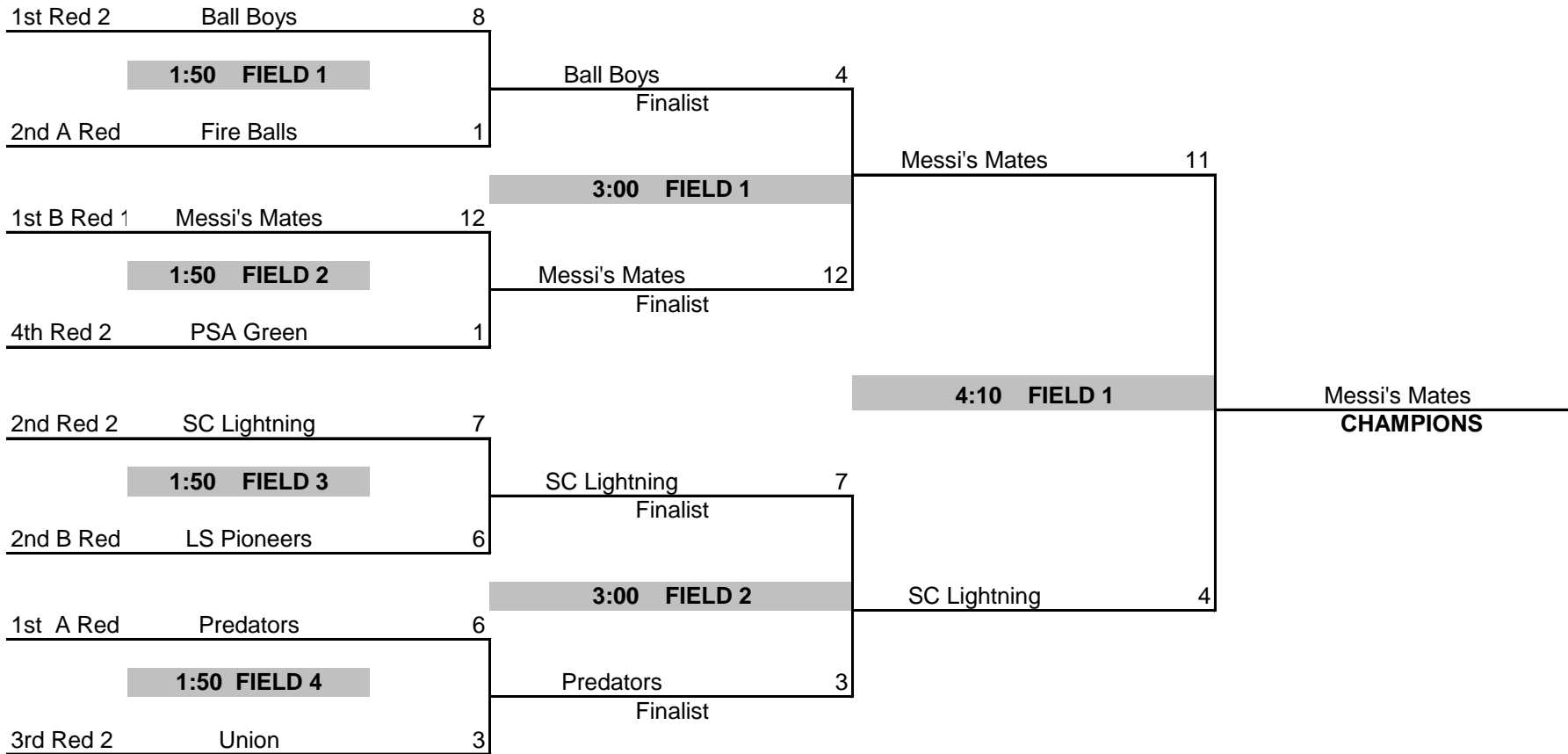
TOP FOUR ADVANCE TO PLAYOFFS

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

Boys U10 & U11 RW Playoff

Current as of
5/22/2014, 12:04 AM



Boys U11 & U12 RW & Playoff

Current as of
5/22/2014, 12:04 AM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 14</u> | <u>FIELD 15</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 | A3 V B3 |
| 12:05 | | |
| 12:40 | A2 V B2 | |

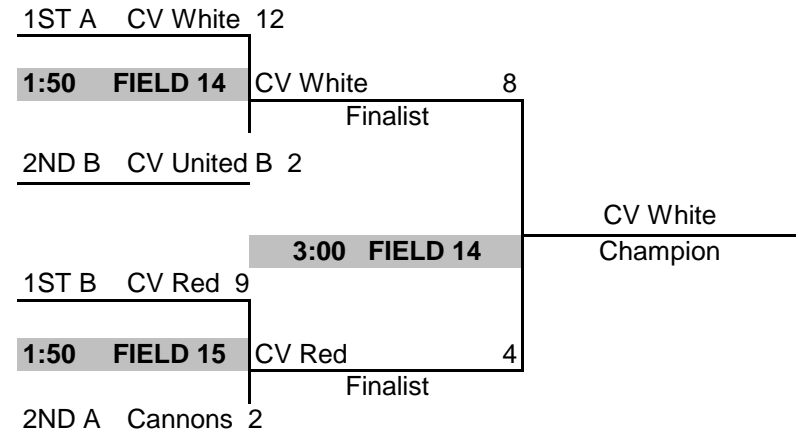
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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 Cannons | 9 | 3 | 9 | 21 |
| A2 CV United A | 3 | 2 | 9 | 14 |
| A3 CV United White | 9 | 9 | 3 | 21 |
| B1 Akron Flyers | 0 | 1 | 2 | 3 |
| B2 CV United B | 10 | 3 | 3 | 16 |
| B3 CV United Red | 9 | 9 | 9 | 27 |

PLAYOFF SCHEDULE



Boys U13 Red White & Playoff

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 7</u> | <u>FIELD 8</u> |
|--------------|----------------|----------------|
| 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

| <u>TEAMS</u> | | <u>Points</u> | | | | <u>Total</u> |
|--------------|----------------|---------------|---------------|---------------|---------------|--------------|
| | | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | |
| A1 | The Fresh Five | 8 | 9 | 9 | 3 | 29 |
| A2 | HFC United | 1 | 9 | 2 | 6 | 18 |
| A3 | Union | 3 | 3 | 3 | 9 | 18 |
| A4 | Galaxy | 9 | 9 | 9 | 9 | 36 |
| A5 | HFC United 2 | 3 | 3 | 3 | 6 | 15 |

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE

| | | | | |
|--------------|----------------|----|------------------|--------------------|
| 1st | Galaxy | 10 | | |
| 2:25 FIELD 7 | | | Galaxy 4 | |
| 4th | Union | 3 | Finalist | |
| 3:35 FIELD 7 | | | | Galaxy Champion |
| 2nd | The Fresh Five | 7 | | |
| 2:25 FIELD 8 | | | The Fresh Five 2 | |
| 3rd | HFC United | 4 | Finalist | |

Boys U14 Red White & Playoffs

ROUND ROBIN PLAY

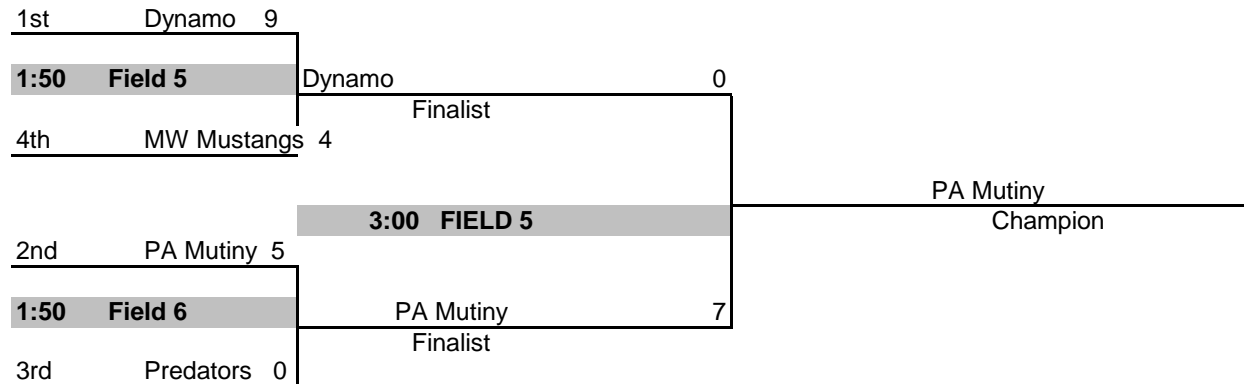
| TIMES | FIELD 5 | FIELD 6 | FIELD 13 |
|-------|---------|---------|----------|
| 8:00 | A1 V A2 | A3 V A4 | A5 V A6 |
| 8:35 | | | |
| 9:10 | A7 V A1 | A2 V A3 | A4 V A5 |
| 9:45 | | | |
| 10:20 | A6 V A7 | A3 V A5 | A2 V A4 |
| 10:55 | | | |
| 11:30 | | A1 V A6 | A2 V A7 |
| 12:05 | | | |
| 12:40 | A5 V A7 | A6 V A4 | A1 V A3 |

| | | Points | | | | |
|-------|---------------|--------|--------|--------|--------|-------|
| TEAMS | | Game 1 | Game 2 | Game 3 | Game 4 | Total |
| A1 | Arsenal Black | 3 | 3 | 3 | 3 | 12 |
| A2 | PA Mutiny | 9 | 9 | 3 | 9 | 30 |
| A3 | Incognito | 3 | 1 | 9 | 9 | 22 |
| A4 | Dynamos | 9 | 9 | 9 | 9 | 36 |
| A5 | Arsenal Red | 1 | 3 | 3 | 3 | 10 |
| A6 | Predators | 9 | 9 | 9 | 3 | 30 |
| A7 | MW Mustangs | 9 | 3 | 2 | 9 | 23 |

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 U15&U16 Red White

Current as of
5/22/2014, 12:04 AM

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 |

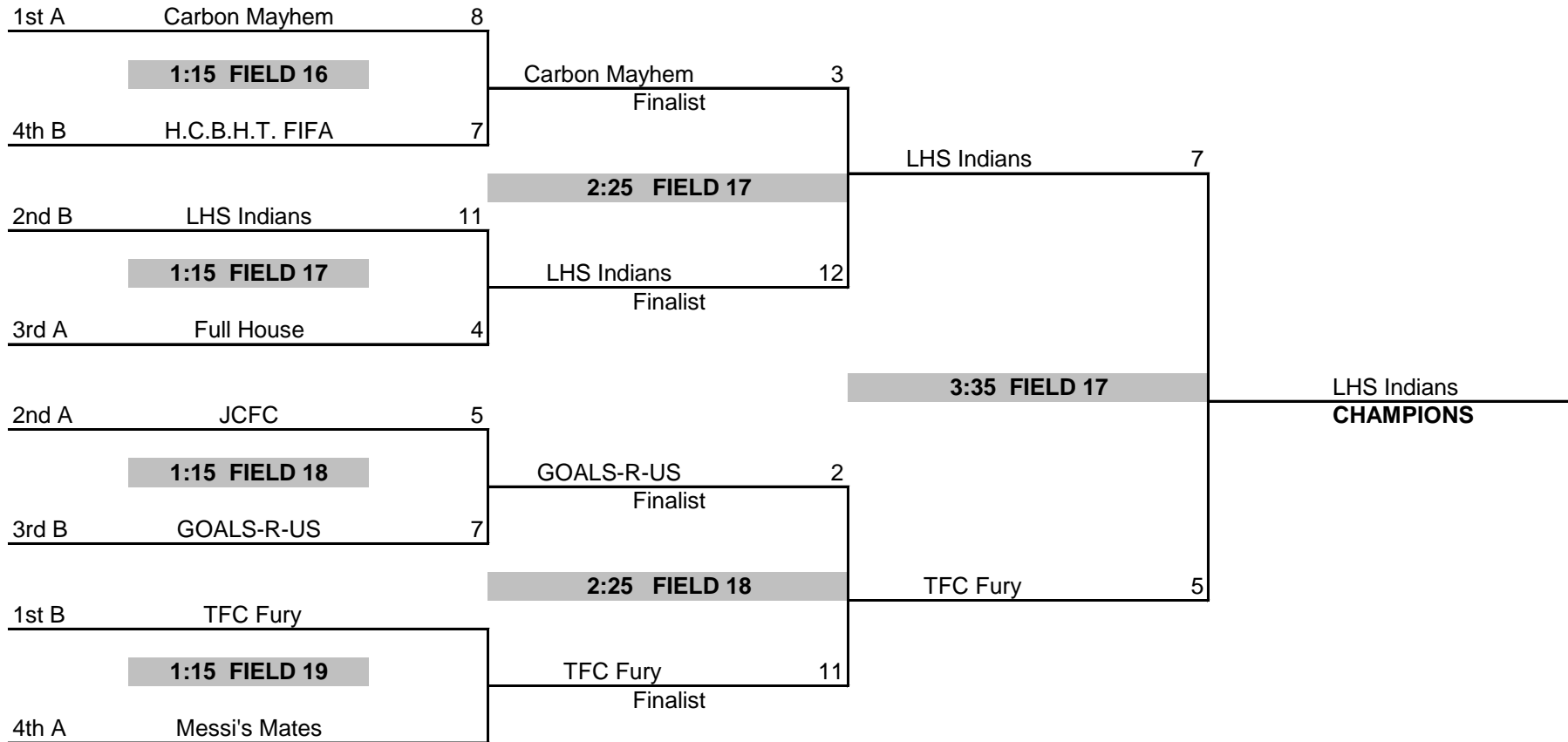
| TEAMS | Points | | | | Total |
|--------------------|--------|--------|--------|--------|-------|
| | Game 1 | Game 2 | Game 3 | Game 4 | |
| A1 Blitz | 9 | 2 | 3 | 9 | 23 |
| A2 C2W2 | 3 | 3 | 3 | 6 | 15 |
| A3 Full House | 3 | 9 | 9 | 3 | 24 |
| A4 JCFC | 9 | 3 | 9 | 3 | 24 |
| A5 Carbon Mayhem | 9 | 9 | 6 | 9 | 33 |
| B1 Solanco Venom | 3 | 2 | 3 | 0 | 8 |
| B2 GOAL-R-US | 9 | 9 | 3 | 3 | 24 |
| B3 H.C.B.H.T. FIFA | 1 | 3 | 9 | 2 | 15 |
| B4 TFC Fury | 9 | 9 | 10 | 9 | 37 |
| B5 LHS Indians | 9 | 3 | 9 | 9 | 30 |

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 U15 U16 R W Playoff



Boys HS Red White & Playoffs

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 5</u> | <u>FIELD 6</u> |
|--------------|----------------|----------------|
| 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

| <u>TEAMS</u> | | <u>Points</u> | | | | <u>Total</u> |
|--------------|-----------------|---------------|---------------|---------------|---------------|--------------|
| | | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | |
| A1 | Blitz | 3 | 3 | 3 | 2 | 11 |
| A2 | Solanco | 9 | 9 | 3 | 9 | 30 |
| A3 | Newchester City | 3 | 3 | 9 | 3 | 18 |
| A4 | District Champs | 9 | 9 | 9 | 9 | 36 |
| A5 | QPR | 9 | 3 | 9 | 2 | 23 |

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE

| | | | | |
|-----|---------------------|---|-----------------------------|---|
| 1st | District Champs | 7 | | |
| | 2:25 FIELD 5 | | District Champs | 5 |
| | | | Finalist | |
| 4th | Newchester City | 3 | | |
| | | | 3:35 FIELD 5 | |
| 2nd | Solanco | 4 | | |
| | 2:25 FIELD 6 | | QPR | 2 |
| | | | Finalist | |
| 3rd | QPR | 6 | | |
| | | | District Champs Champion | |

Men's College & Playoffs

Current as of
5/22/2014, 12:04 AM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 15</u> | <u>FIELD 16</u> |
|--------------|-----------------|-----------------|
| 8:00 | | |
| 8:35 | A1 V A2 | A3 V A4 |
| 9:10 | | |
| 9:45 | A2 V A3 | A1 V A4 |
| 10:20 | | |
| 10:55 | A1 V A3 | A2 V A4 |
| 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

| TEAMS | Game 1 | Game 2 | Game 3 | Total |
|--------------------|--------|--------|--------|-------|
| A1 Renegades | 1 | 1 | 3 | 5 |
| A2 CV United | 9 | 9 | 9 | 27 |
| A3 FC Lightning | 3 | 3 | 9 | 15 |
| A4 Team Friendship | 9 | 9 | 3 | 21 |

PLAYOFF SCHEDULE

| | | | |
|---------------------|-----------------------|----------------------|-----------------|
| 1st CV United | 8 | | |
| | 12:05 FIELD 15 | CV United 4 | |
| | | Finalist | |
| 4th Renegades | 2 | | |
| | | 1:15 FIELD 15 | Team Friendship |
| | | | Champion |
| 3rd FC Lightning | 2 | | |
| | 12:05 FIELD 16 | Team Friendship 5 | |
| | | Finalist | |
| 2nd Team Friendship | 12 | | |