

Girls U8 Red White and Playoff

Current as of
5/28/2014, 11:45 PM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 9</u>	<u>FIELD 10</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 Fighting Flames	3	2	2	7
A2 Cyclones	9	3	2	15
A3 Ball Girls	3	9	9	21
A4 Quiet Storm	9	9	9	27

PLAYOFF SCHEDULE

1st ♂	Quiet Storm	7		
	12:05 FIELD 9		Quiet Storm 5	
4th ♂	Fighting Flames	0	Finalist	
			1:15 FIELD 9	Ball Girls Champion
3rd ♂	Cyclones	5		
	12:05 FIELD 10		Ball Girls 6	
2nd ♀	Ball Girls	6	Finalist	

Girls U9 Red and Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 9</u>	<u>FIELD 10</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 Sassy Cats	2	2	9	13
A2 CV United Red	9	9	3	21
A3 CV United White	6	1	0	7
A4 Lady Barons	6	9	9	24

PLAYOFF SCHEDULE

1st S	Lady Barons	4		
	11:30 FIELD 9		Lady Barons 7	
			Finalist	
4th S	CV United White	1		
			12:40 FIELD 10	Lady Barons Champion
3rd S	Sassy Cats	5		
	11:30 FIELD 10		Sassy Cats 3	
			Finalist	
2nd :	CV United Red	4		

Girls U9 White and Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 4</u>	<u>FIELD 11</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 United	9	2	2	13
A2 DE Rush Black	3	3	9	15
A3 DE Rush White	3	9	9	21
A4 Strikers	9	9	3	21

PLAYOFF SCHEDULE

1st DE Rush White	4			
		11:30 FIELD 4	United 4	
			Finalist	
4th United	5			
				United
		12:40 FIELD 11		Champion
3rd DE Rush Black	2			
		11:30 FIELD 11	Strikers 1	
			Finalist	
2nd Strikers	3			

Girls U10 Red & White

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 3</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

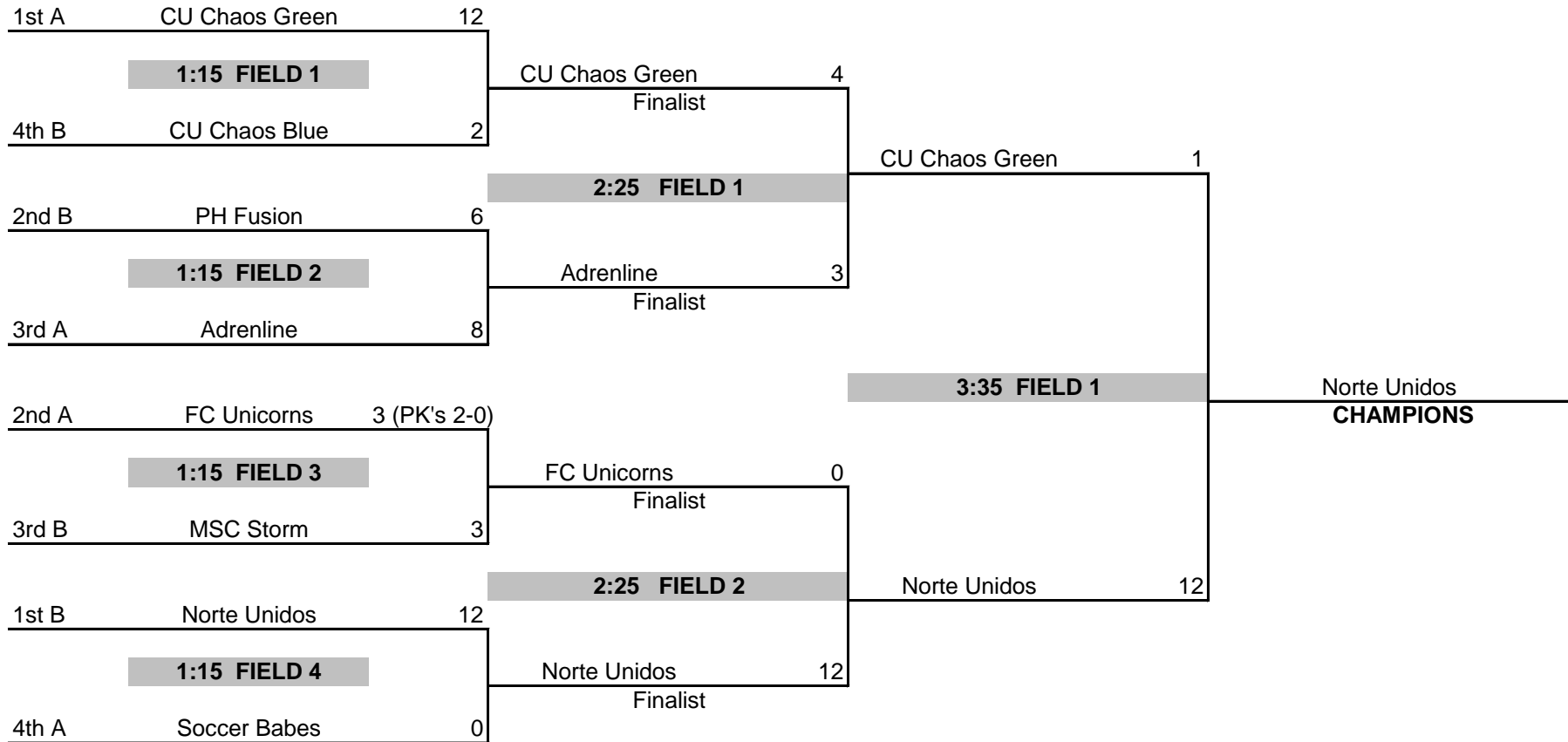
TEAMS	Points				
	Game 1	Game 2	Game 3	Game 4	Total
A1 Adrenaline	1	9	3	9	22
A2 CU Chaos Green	9	9	10	9	37
A3 FC Unicorn	9	3	9	9	30
A4 Lady Strikers G	3	3	0	2	8
A5 Soccer Babes	1	9	2	3	15
B1 PH Fusion	10	9	2	9	30
B2 CU Chaos Blue	0	0	3	9	12
B3 Norte Unidos	10	10	9	9	38
B4 Lady Strikers B	0	2	1	3	6
B5 MSC Storm	2	9	9	2	22

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

Girls U10 Red White Playoffs



Girls U11 Red & White

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 5</u>	<u>FIELD 6</u>	<u>FIELD 7</u>	<u>FIELD 8</u>
8:00	A1 V A2	A3 V A4	A5 V A6	A7 V A8
8:35				
9:10	A9 V A1	A2 V A3	A4 V A5	A6 V A7
9:45				
10:20	A8 V A9	A6 V A3	A2 V A4	A5 V A7
10:55				
11:30	A6 V A8	A9 V A2	A1 V A3	A7 V A4
12:05				
12:40			A8 V A1	A9 V A5
1:15				

<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 Musketeers	6	9	9	3	27
A2 CYSC Freedom	6	3	3	2	14
A3 PSA White	9	9	3	2	23
A4 Dynamite	3	3	9	1	16
A5 Cecil-03	6	9	2	6	23
A6 PSA Green	6	0	9	3	18
A7 Blasters	9	10	9	9	37
A8 CAPA Crew	2	3	9	9	23
A9 Tough Girls	3	9	9	6	27

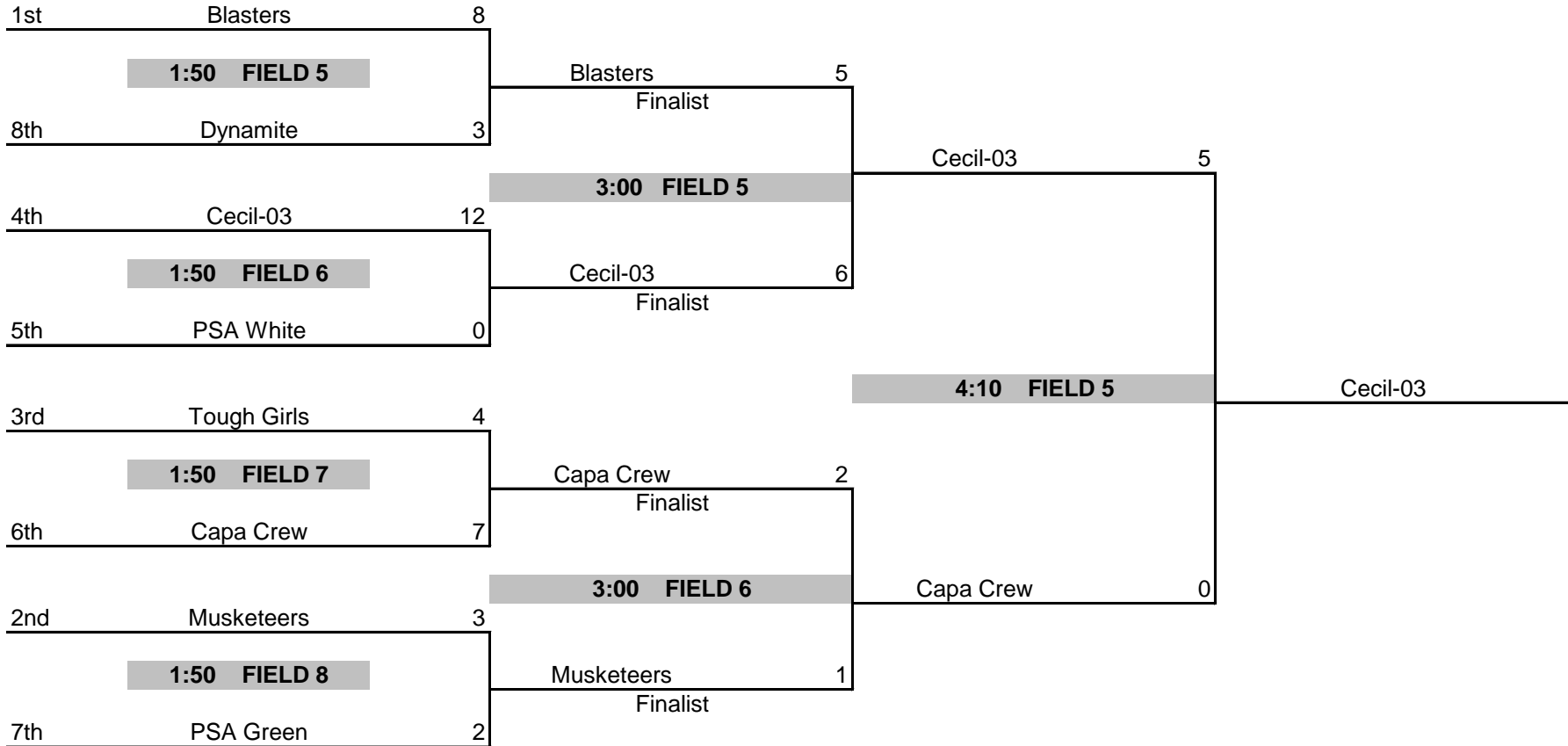
TOP EIGHT TEAMS MOVE ON TO PLAYOFFS

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

Girls U11 Red White Playoffs

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Girls U12 Red White & Playoff

ROUND ROBIN PLAY

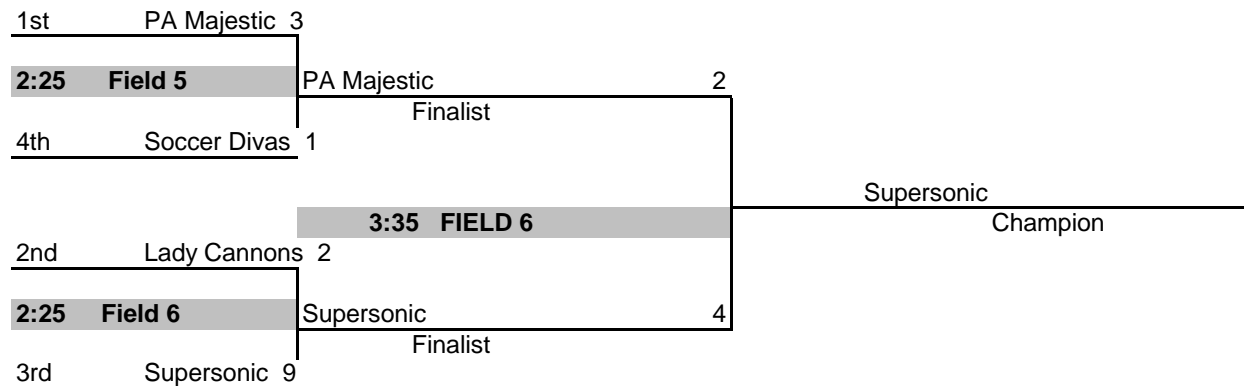
<u>TIMES</u>	<u>FIELD 5</u>	<u>FIELD 6</u>	<u>FIELD 7</u>
8:00			
8:35	A1 V A2	A3 V A4	A5 V A6
9:10			
9:45	A7 V A1	A2 V A3	A4 V A5
10:20			
10:55	A6 V A7	A3 V A5	A2 V A4
11:30			
12:05		A1 V A6	A2 V A7
12:40			
1:15	A5 V A7	A6 V A4	A1 V A3

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	Net Crashers	2	9	3	1	15
A2	Lady Canons	9	3	9	9	30
A3	Soccer Divas	10	9	1	9	29
A4	THE TROLLS	0	3	2	1	6
A5	PA Majestic	9	9	9	9	36
A6	Supersonic	2	9	9	9	29
A7	AFC United	1	1	2	1	5

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



Girls U13&U14 Red & Playoff

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 16</u>	<u>FIELD 17</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

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	Sharp Shooters 3	9	6	9	9	33
A2	Lady Bears	2	10	1	6	19
A3	Lazers White	1	0	1	2	4
A4	Wild Things	9	9	9	3	30
A5	Sharp Shooters 2	6	3	9	6	24

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE

1st	Sharp Shooters 3	5		
	2:25 FIELD 16		Sharp Shooters 3	5
			Finalist	
4th	Lady Bears	1		
			3:35 FIELD 16	
			Sharp Shooters 2	
			Champion	
2nd	Wild Things			
	2:25 FIELD 17		Sharp Shooters 2	6
			Finalist	
3rd	Sharp Shooters 2			

Girls U14 White & Playoff

ROUND ROBIN PLAY

TIMES	FIELD 13	FIELD 14	FIELD 15
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

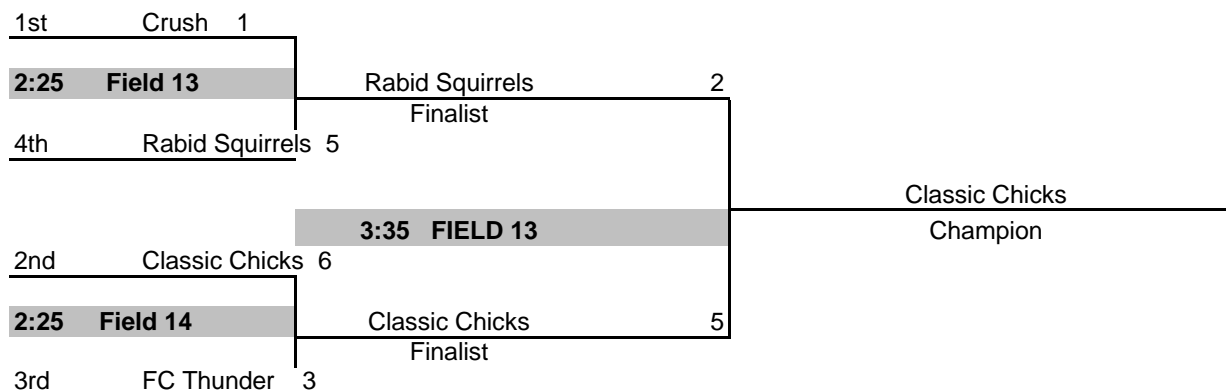
Points

TEAMS	Game 1	Game 2	Game 3	Game 4	Total
A1 NE Bobcats	3	3	2	2	10
A2 FC Thunder	9	3	9	9	30
A3 Classic Chicks	3	9	9	9	30
A4 Rabid Squirrels	9	9	3	3	24
A5 Lazars Blue	0	3	3	2	8
A6 Crush	10	9	9	9	37
A7 Sharp Shooters 1	9	3	3	9	24

TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

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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



Girls U15 & U16 Red & White

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 15</u>	<u>FIELD 16</u>	<u>FIELD 17</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			

<u>TEAMS</u>	<u>Points</u>			<u>Total</u>
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	
A1 Riptide Rush	9	9	9	27
A2 Lititz Pickles	2	9	6	17
A3 Soccer Studs	3	6	3	12
A4 Victorious Secret	3	3	9	15
B1 Unreal Madrid	9	9	9	27
B2 Constantly Inconsistent	3	3	9	15
B3 Alpha Squad	3	3	2	8
B4 Lititz Fire	9	9	2	20

TEAMS WILL BE SEEDED FOR PLAYOFFS

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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

Girls U15 & 16 R & W Playoff



Girls HS & College & Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 13</u>	<u>FIELD 14</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:

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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 Sharp Shooters	9	9	3	21
A2 The Radicals	1	2	9	12
A3 Pixies	9	9	9	27
A4 The Alumni	3	2	1	6

PLAYOFF SCHEDULE

1st Pixies	11			
11:30 FIELD 13		Pixies	8	
4th The Alumni	9	Finalist		
12:40 FIELD 13				Pixies Champion
3rd The Radicals	1			
11:30 FIELD 14		Sharp Shooters	0	
2nd Sharp Shooters	7	Finalist		