

Boys U7&U8 RW

Current as of
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ROUND ROBIN PLAY

TIMES	FIELD 1	FIELD 2	FIELD 3	FIELD 4
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

TEAMS	Points				Total
	Game 1	Game 2	Game 3	Game 4	
A1 Grimsby FC	9	6	2	1	18
A2 BrickHouseGrill	2	2	1	0	5
A3 Hawks	2	9	3	9	23
A4 CVFC	9	9	9	9	36
A5 LYSC Raptors	6	3	3	9	21
A6 Super Bacon	6	9	9	9	33
A7 HMMS	3	3	9	3	18
A8 PHWM Hurricanes	9	9	3	9	30
A9 FC Selingsgrove	6	2	10	2	20

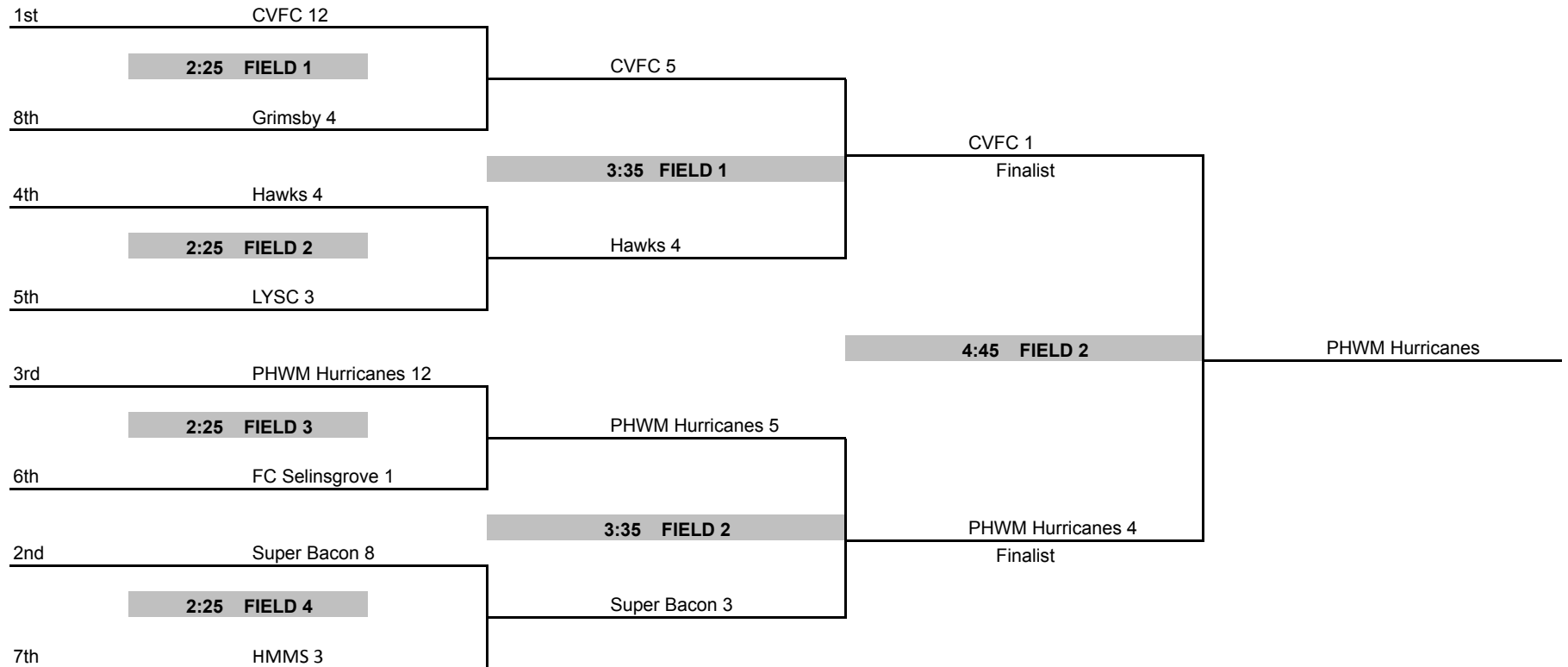
TOP EIGHT TEAMS MOVE ON TO PLAYOFFS

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 U7&U8 RW Playoff

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Boys U9 Red White & Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 10</u>	<u>FIELD 11</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

TEAMS		Points				Total
		Game 1	Game 2	Game 3	Game 4	
A1	Lampeter Union	3	3	3	2	11
A2	CV United Red	9	3	0	6	18
A3	Outlaws	1	9	9	3	22
A4	HMMS Red	9	9	10	9	37
A5	CV United White	9	2	9	6	26

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE

1st	HMMS Red 10		
	2:25 FIELD 10	HMMS Red 12	
		Finalist	
4th	CV United Red 2		
		3:35 FIELD 10	HMMS Red
			Champion
2nd	CV United White 4		
	2:25 FIELD 11	Outlaws 0	
		Finalist	
3rd	Outlaws 8		

Boys U10 RW

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 3</u>	<u>FIELD 4</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				

		Points				
<u>TEAMS</u>		Game 1	Game 2	Game 3	Game 4	Total
A1	CV United Red	1	1	2	3	7
A2	MT Strikers Black	9	6	9	9	33
A3	LCNC United	9	6	9	9	33
A4	Slice and Dice	2	2	3	9	16
A5	MT Strikers White	1	9	6	3	19
A6	Wildcats	9	9	3	6	27
A7	CV United White	2	3	6	3	14
A8	Ripit Stickit	9	3	6	9	27
A9	Strikers	9	9	1	9	28

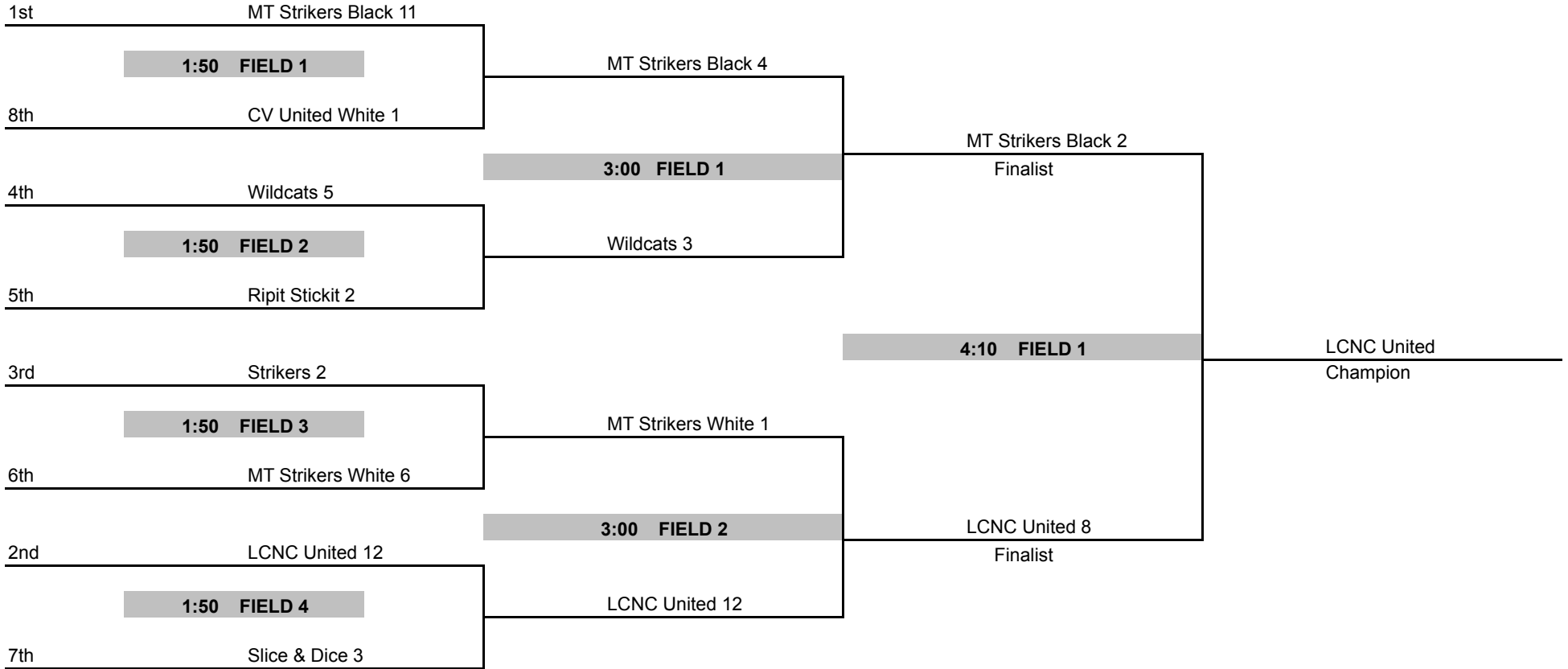
TOP EIGHT TEAMS MOVE ON TO PLAYOFFS

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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

Boys U10 RW Playoff

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Boys U11 Red White & Playoff

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ROUND ROBIN PLAY

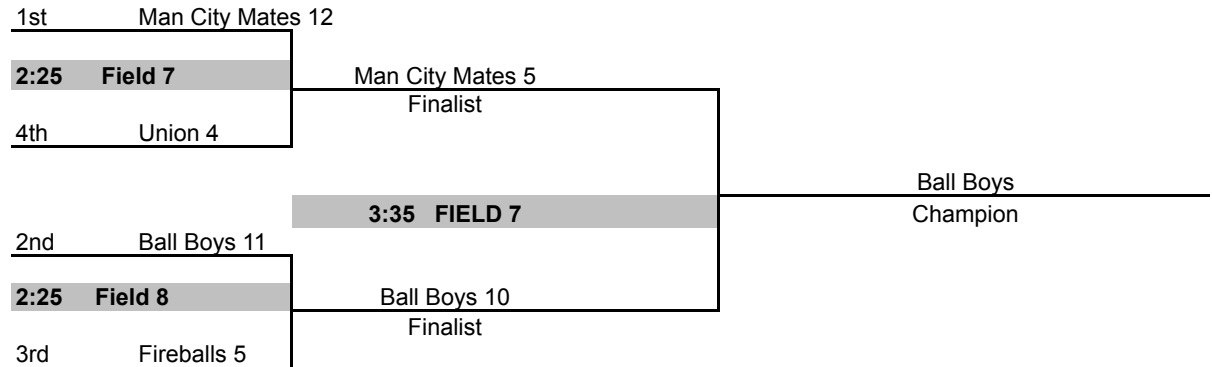
TIMES	FIELD 7	FIELD 8	FIELD 9
8:00			
8:35	A1 V A2	A3 V A4	A5 V A6
9:10			
9:45	A7 V A1	A2 V A3	A4 V A5
10:20			
10:55	A6 V A7	A3 V A5	A2 V A4
11:30			
12:05		A1 V A6	A2 V A7
12:40			
1:15	A5 V A7	A6 V A4	A1 V A3

		Points				
TEAMS	Game 1	Game 2	Game 3	Game 4	Total	
A1 Fireballs	9	9	2	9	29	
A2 L-S Pioneers 03	3	3	0	3	9	
A3 SC Lightning	1	9	6	3	19	
A4 Man City Mates	9	9	10	6	34	
A5 MT Lightning	2	2	6	3	13	
A6 Ball Boys	9	9	9	6	33	
A7 Union	2	1	9	9	21	

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 Red White & Playoff

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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	

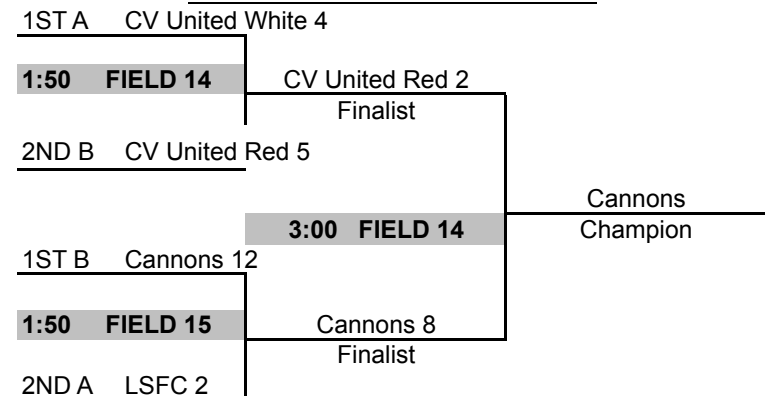
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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 CV United White	9	9	3	21
A2 LSFC	3	9	9	21
A3 Crusaders FC	3	3	0	6
B1 CV United Red	9	1	9	19
B2 The Unknowns	2	2	1	5
B3 Cannons	9	9	20	28

PLAYOFF SCHEDULE



Boys U13 Red White & Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 12</u>	<u>FIELD 13</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 United Red	10	3	9	22
A2 Sharks	0	0	2	2
A3 Stud Academy	10	9	2	21
B1 CV United White	9	1	3	13
B2 Galaxy	3	3	9	15
B3 JTS Young Guns	9	9	9	27

PLAYOFF SCHEDULE

1ST A CV United Red 3			
2:25 FIELD 12	CV United 2		
	Finalist		
2ND B Galaxy 0			
		3:35 FIELD 12	
1ST B JTS Young Guns 7			JTS Young Guns
			Champion
2:25 FIELD 13	JTS Young Guns 12		
	Finalist		
2ND A Stud Academy 3			

Boys U14 RW

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ROUND ROBIN PLAY

TIMES	FIELD 7	FIELD 8	FIELD 9
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

TEAMS	Game 1	Game 2	Game 3	Total
A1 HFC United Blue	9	9	9	27
A2 Power Pink	3	3	2	8
A3 Blue Force	3	9	9	21
A4 The Wild Bunch	9	1	2	12
B1 Forgotten Five	1	3	9	13
B2 Lanc. Legends	9	9	9	27
B3 Jamestown	9	9	3	21
B4 HFC United White	3	3	3	9

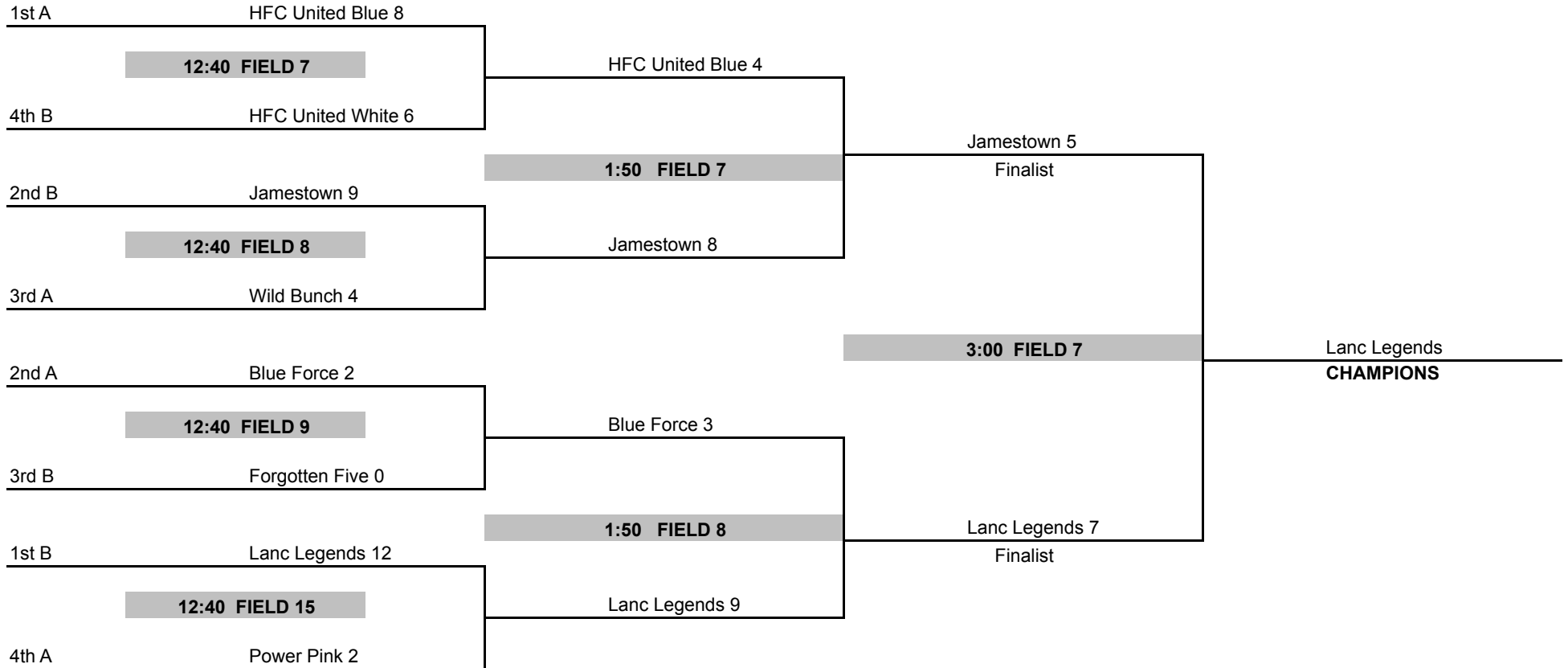
TEAMS WILL BE SEEDED FOR PLAYOFFS

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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 RW Playoffs

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Boys U15 & U16 RW & Playoff

Current as of
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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 14</u>	<u>FIELD 15</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:

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

TEAMS	Points			Total
	Game 1	Game 2	Game 3	
A1 PAC FC	9	9	9	27
A2 United	2	3	9	14
A3 LEGENDS	9	9	3	21
A4 CV United	3	3	3	9

PLAYOFF SCHEDULE

1st S	PAC FC 6		
	12:05 FIELD 14		
4th S	CV United 4	PAC FC 5 Finalist	
		1:15 FIELD 14	Legends Champion
3rd S	United 5		
	12:05 FIELD 15		
2nd S	Legends 8	Legends 6 Finalist	

Boys U16&U17 RW

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ROUND ROBIN PLAY

TIMES	FIELD 11	FIELD 12	FIELD 13
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			
TEAMS		Game 1	Game 2	Game 3	Total
A1	USA	9	9	9	27
A2	Clinical	3	2	3	8
A3	Legacy Black	3	9	0	12
A4	CV Pride	9	3	10	22
B1	Hotspurs	3	3	0	6
B2	Sweaty	9	9	0	18
B3	Peruvian Power	3	9	10	22
B4	The Kure	9	3	10	22

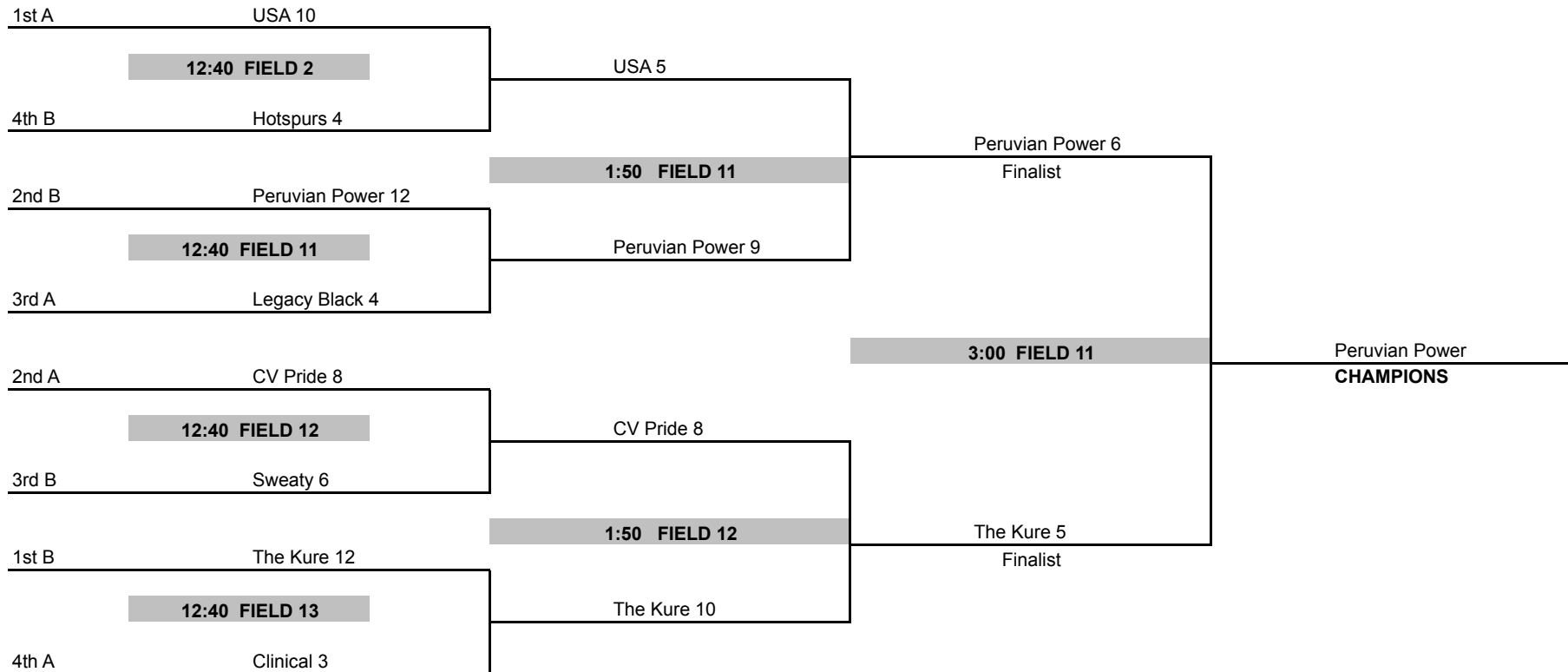
TEAMS WILL BE SEEDED FOR PLAYOFFS

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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 U16&U17 RW Playoff

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Boys U18 and Playoff

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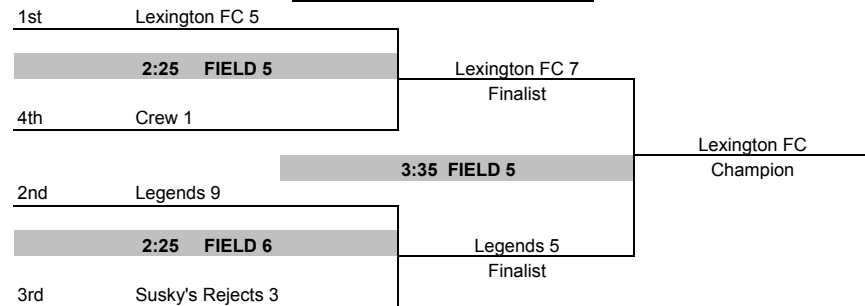
ROUND ROBIN PLAY

TIMES	FIELD 5	FIELD 6
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

TEAMS	Points				Total
	Game 1	Game 2	Game 3	Game 4	
A1 Crew	1	2	2	9	14
A2 Legends	9	9	9	3	30
A3 Susky's Rejects	9	3	9	3	24
A4 The Goon Squad	2	1	3	2	8
A5 Lexington FC	9	9	9	9	36

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



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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

Men's College and Playoff

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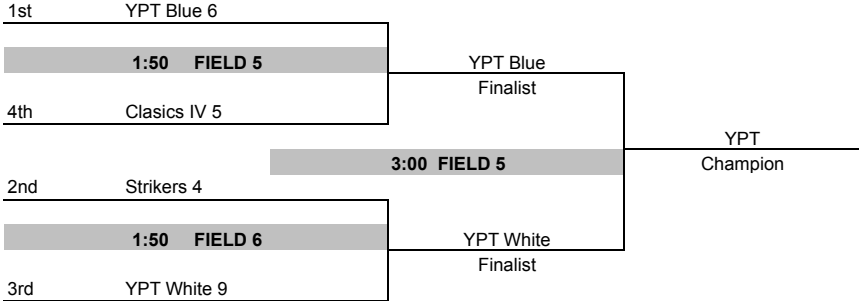
ROUND ROBIN PLAY

TIMES	FIELD 5	FIELD 6
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	Worldstars	3	3	6	2	14
A2	Strikers	9	9	3	9	30
A3	Classic IV	9	3	6	3	21
A4	YPT Blue	3	9	9	9	30
A5	YPT White	9	3	9	3	24

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



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