

Girls U8&U9 Red and Playoffs

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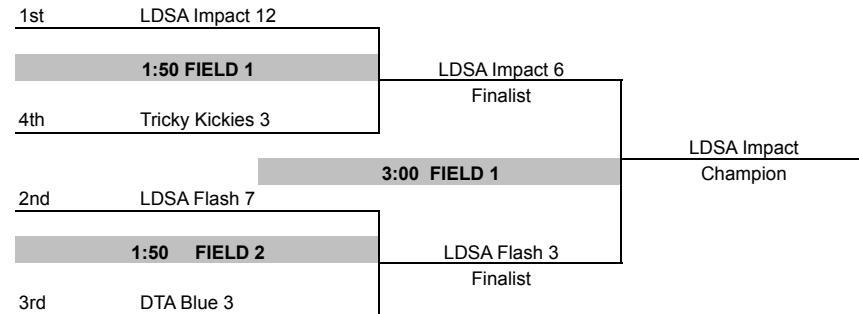
ROUND ROBIN PLAY

TIMES	FIELD 1	FIELD 2
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 Tricky Kickies	9	3	1	3	16
A2 CV United	2	3	0	9	14
A3 DTA Blue	0	9	9	2	20
A4 LDSA Impact	10	9	10	9	38
A5 LDSA Flash	9	1	9	3	22

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



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 U9&U10 RW and Playoffs

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5/27/15, 11:25 PM

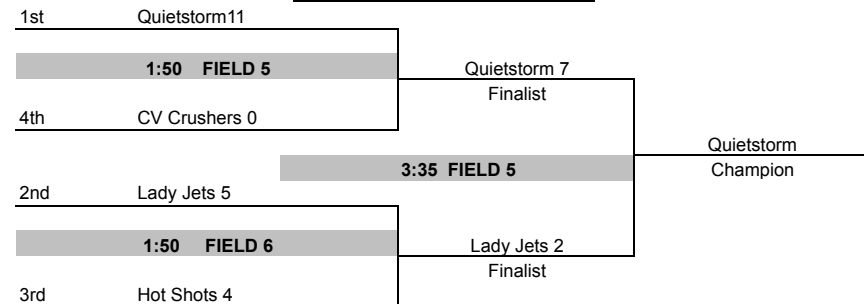
ROUND ROBIN PLAY

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 MSC Hot Shots	9	9	3	3	24
A2 CV Girl Power	3	2	1	3	9
A3 Quietstorm	9	9	9	10	37
A4 NSSC Lady Jets	3	10	9	9	31
A5 CV Crushers	1	0	0	9	10

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



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&U11 RW and Playoffs

Current as of
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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 7</u>	<u>FIELD 8</u>
8:00		
8:35		
9:10	A1 V A2	A3 V A4
9:45		
10:20	A2 V A3	A1 V A4
10:55		
11:30	A1 V A3	A2 V A4
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 Nightmares	2	1	3	6
A2 CV United Red	9	9	6	24
A3 Nightmares 2	2	3	9	14
A4 CV United White	9	9	6	24

PLAYOFF SCHEDULE

1st Seed	CV United White 9		
		12:40 FIELD 7	
4th Seed	Nightmares 3		CV United White Finalist
		1:50 FIELD 7	CV United Champion
3rd Seed	Nightmares 2		
		12:40 FIELD 8	
2nd Seed	CV United Red 8		CV United Red Finalist

Girls U11&U12 RW & Playoff

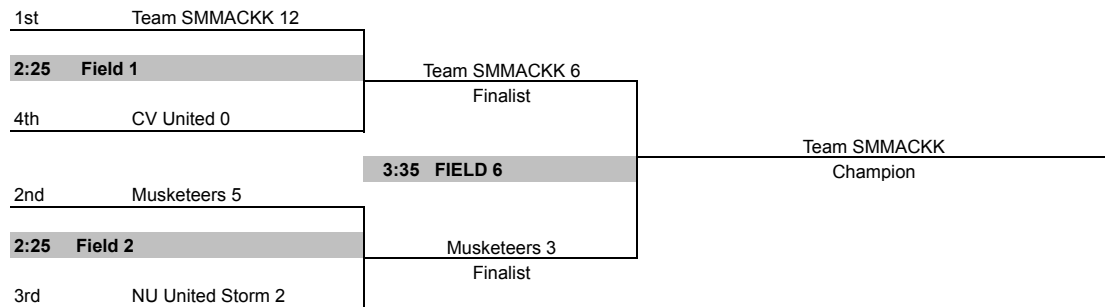
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ROUND ROBIN PLAY

TIMES	FIELD 1	FIELD 2	FIELD 3
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

TEAMS	Points				Total
	Game 1	Game 2	Game 3	Game 4	
A1 MW Strikers Blk	2	9	2	1	14
A2 CV United	9	0	1	9	19
A3 Team SMMACKK	9	10	9	9	37
A4 MW Strikers Blu	1	3	9	5	18
A5 NU United Storm	2	9	2	9	22
A6 Musketeers	9	10	9	5	33
A7 Triple Threat	3	0	3	3	9

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 U12 White and Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 6</u>	<u>FIELD 7</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

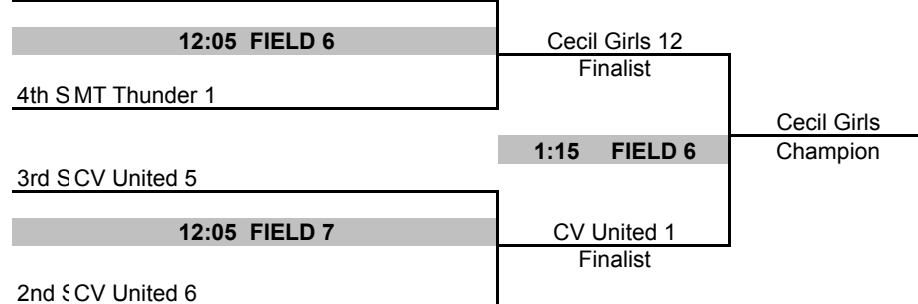
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points 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

<u>TEAMS</u>	<u>Points</u>			<u>Total</u>
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	
A1 Cecil Girls	9	9	9	27
A2 CV United 1	2	9	6	17
A3 MT Thunder	3	2	1	6
A4 CV United 2	9	1	6	16

PLAYOFF SCHEDULE

1st S Cecil Girls 12



4th SMT Thunder 1

3rd SCV United 5

2nd S CV United 6

Girls U13 R & W and Playoff

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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		

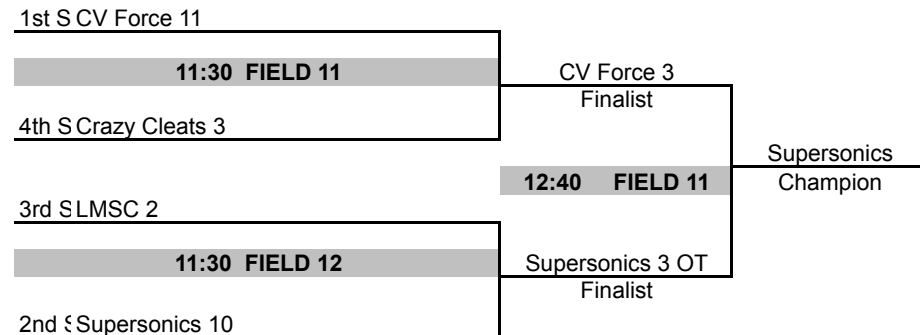
ALL FOUR TEAMS MOVE ON TO PLAYOFFS

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

<u>TEAMS</u>	<u>Points</u>			<u>Total</u>
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	
A1 Crazy Cleats	3	3	3	9
A2 CV Force	9	6	9	24
A3 LMSC	2	6	9	17
A4 Supersonics	9	9	2	20

PLAYOFF SCHEDULE



Girls U14 & U15 RW & Playoff

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 11</u>	<u>FIELD 12</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	

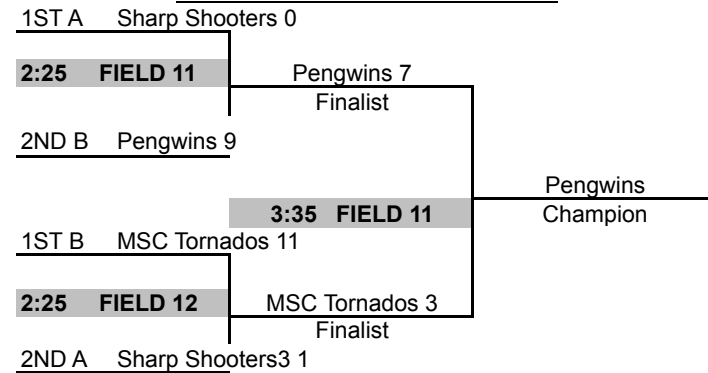
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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 UPN Green	0	0	1	1
A2 Sharp Shooters3	10	3	1	14
A3 Sharp Shooters	9	10	1	20
B1 Sharp Shooters2	3	3	9	15
B2 MSC Tornados	9	9	9	27
B3 Pengwins	3	9	9	21

PLAYOFF SCHEDULE



2ND A Sharp Shooters3 1

Girls U15 White and Playoff

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ROUND ROBIN PLAY

TIMES	FIELD 4	FIELD 5
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

TEAMS	Points			Total
	Game 1	Game 2	Game 3	
A1 White Force	1	3	9	13
A2 Classics Chicks	9	9	3	21
A3 Blue Force	1	2	1	4
A4 Legends FC	9	9	9	27

PLAYOFF SCHEDULE



Girls U16 RW & Playoff

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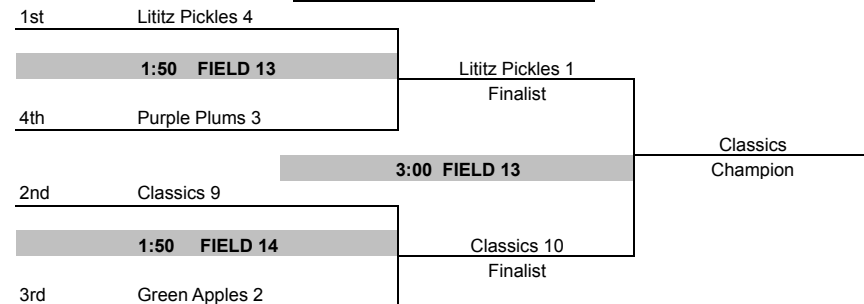
ROUND ROBIN PLAY

TIMES	FIELD 13	FIELD 14
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 Lititz Pickles	10	9	3	9	31
A2 UNP Wave	0	1	1	1	3
A3 Classics	9	9	9	3	30
A4 Purple Plums	2	6	9	1	18
A5 Green Apples	3	6	9	9	27

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



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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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 U17 & U18 RW & Playoff

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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	

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 Radicals	3	3	9	15
A2 Six	9	5	6	20
A3 Sharp Shooters	5	9	2	16
B1 Fusion	1	3	3	7
B2 Lititz Fire	9	9	6	25
B3 eLEMONators	3	9	9	21

PLAYOFF SCHEDULE

