

COED U6 & Boys U7 R & Playoffs

Current as of
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ROUND ROBIN PLAY

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

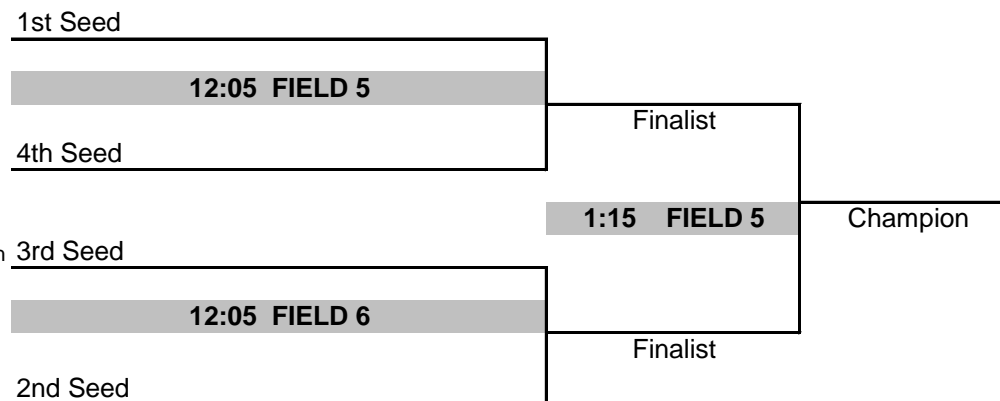
ALL FOUR TEAMS MOVE ON TO PLAYOFFS

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

TEAMS	Points			Total
	Game 1	Game 2	Game 3	
A1 FC Selinsgrove				
A2 Celtic SC				
A3 Little Cityzens				
A4 Rocket Falcons				

PLAYOFF SCHEDULE



Boys U8 R & Playoffs

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ROUND ROBIN PLAY

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

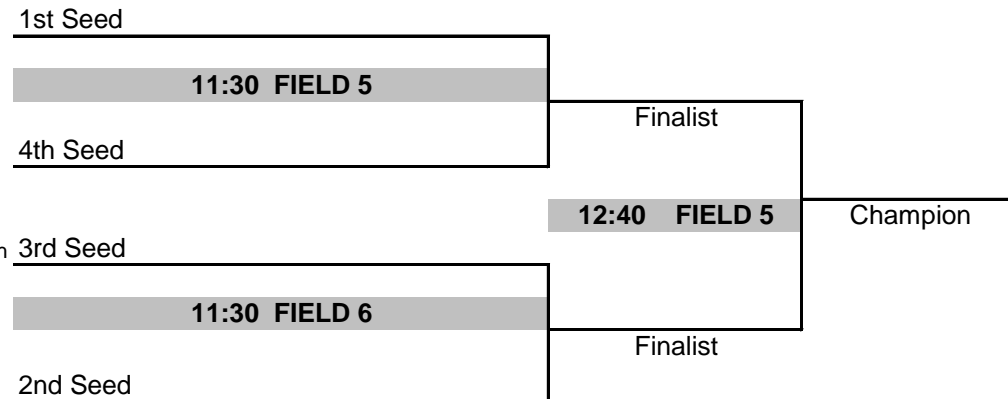
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1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Points

<u>TEAMS</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 FC Selingsgrove				
A2 Blinders FC				
A3 FC United ORANGE				
A4 CVFC				

PLAYOFF SCHEDULE



Boys U8 W & Playoffs

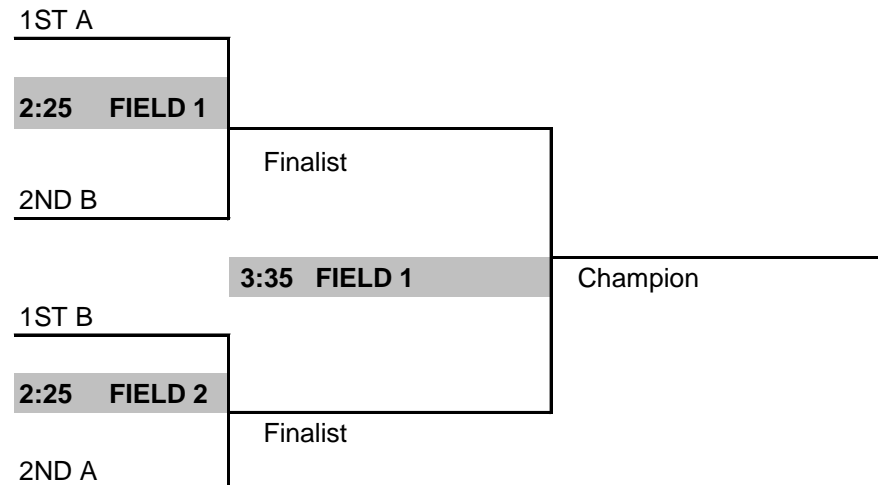
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ROUND ROBIN PLAY

TIMES	FIELD 1	FIELD 2	TEAMS	Points			
				Game 1	Game 2	Game 3	Total
8:00			A1 FC United WHITE				
8:35	A1 V A2	B1 V B2	A2 Celtic SC				
9:10			A3 Neon Lightning				
9:45	A2 V A3	B2 V B3					
10:20			B1 Lucha Real				
10:55	A1 V A3	B1 V B3	B2 Canes				
11:30			B3 Crushers				
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

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

Boys U9 & U10 RW & Playoffs

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ROUND ROBIN PLAY

TIMES	FIELD 3	FIELD 4	TEAMS	Points				
				Game 1	Game 2	Game 3	Game 4	Total
8:00	A3 V A4	A2 V A1	A1 CU Outlaws					
8:35			A2 Ephrata Wildcats					
9:10	A2 V A3	A5 V A1	A3 FC United					
9:45			A4 MT Cosmos					
10:20	A1 V A3	A5 V A4	A5 FC Skyrush					

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

10:55		
11:30	A3 V A5	A4 V A2

PLAYOFF SCHEDULE

12:05		1st		
12:40	A4 V A1	A5 V A2	1:50	FIELD 3
1:15		4th		Finalist
			3:00	FIELD 3
		2nd		Champion
		3rd	1:50	FIELD 4
				Finalist

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 W

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 16</u>	<u>FIELD 17</u>
8:00	A2 V A1	B2 V B1		B5 V B4
8:35			A3 V A4	B3 V B4
9:10	A5 V A1	B5 V B1		B2 V B3
9:45			A2 V A3	A5 V A4
10:20	A1 V A3	B1 V B3		A4 V A2
10:55			B4 V B1	B5 V B2
11:30	A4 V A1	A5 V A2		B3 V B5
12:05			A3 V A5	B4 V B2

TEAMS		Points				
		Game 1	Game 2	Game 3	Game 4	Total
A1	CV White					
A2	FCY Blue					
A3	LSYS Union					
A4	Celtic SC					
A5	Red					
B1	LSYS Union -2					
B2	FCY Neon					
B3	UKIE 06					
B4	CV Red					
B5	FC United					

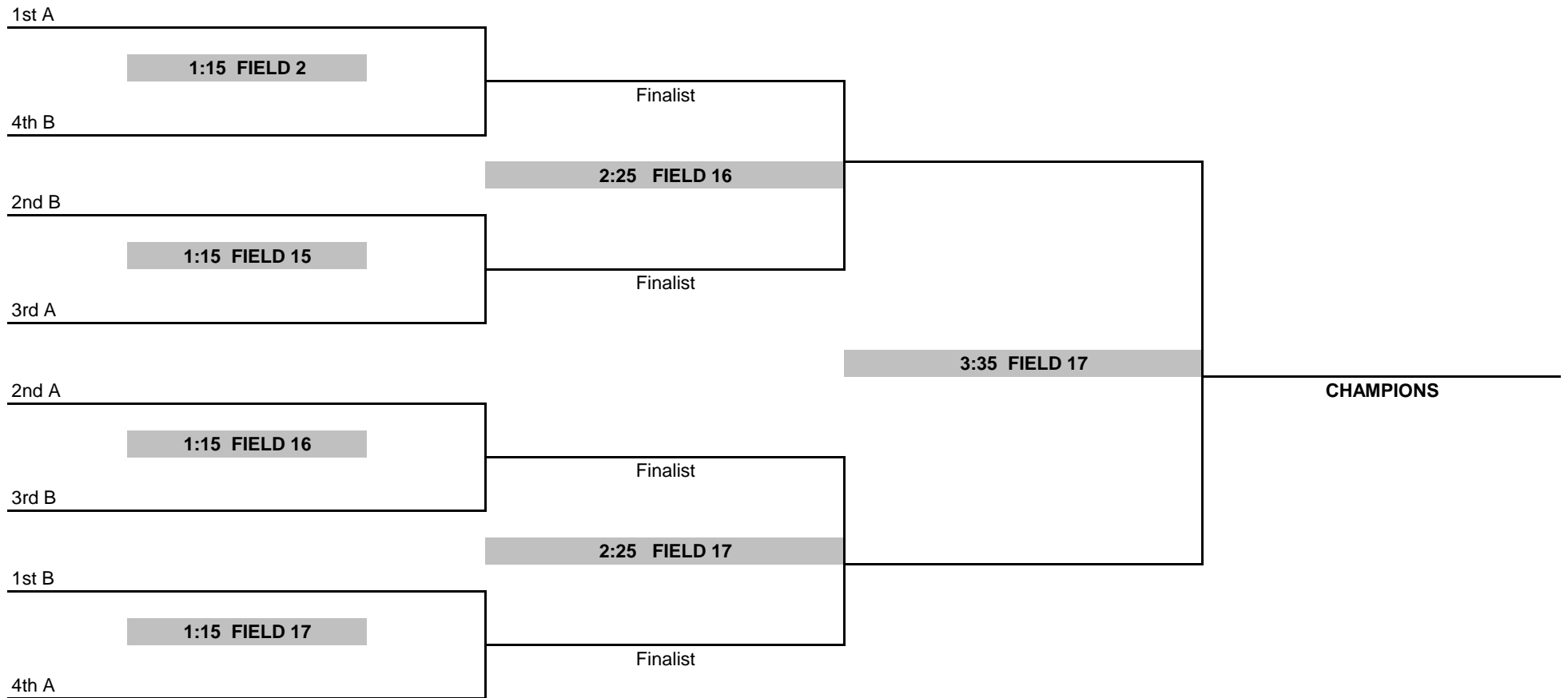
TOP FOUR IN EACH BRACKET MAKE PLAYOFFS

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:

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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 U10 W Playoffs

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Boys U11 W - A

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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
1:15			

		Points				
	TEAMS	Game 1	Game 2	Game 3	Game 4	Total
A1	CV United Red					
A2	MT Elite Orange					
A3	Nitro					
A4	FC UNITED					
A5	Mutiny Maroon					
A6	MT Elite Blue					
A7	CFC 04/05 Black					

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 U11 W - B

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 9</u>	<u>FIELD 10</u>	<u>FIELD 11</u>
8:00			
8:35	B1 V B2	B3 V B4	B5 V B6
9:10			
9:45	B7 V B1	B2 V B3	B4 V B5
10:20			
10:55	B6 V B7	B3 V B5	B2 V B4
11:30			
12:05		B1 V B6	B2 V B7
12:40			
1:15	B5 V B7	B6 V B4	B1 V B3

		Points				
	TEAMS	Game 1	Game 2	Game 3	Game 4	Total
B1	MT Elite White					
B2	Vipers					
B3	Mutiny White					
B4	CFC Dortmund GD					
B5	Celtic SC 04					
B6	McBG USA					
B7	FC ZUP					

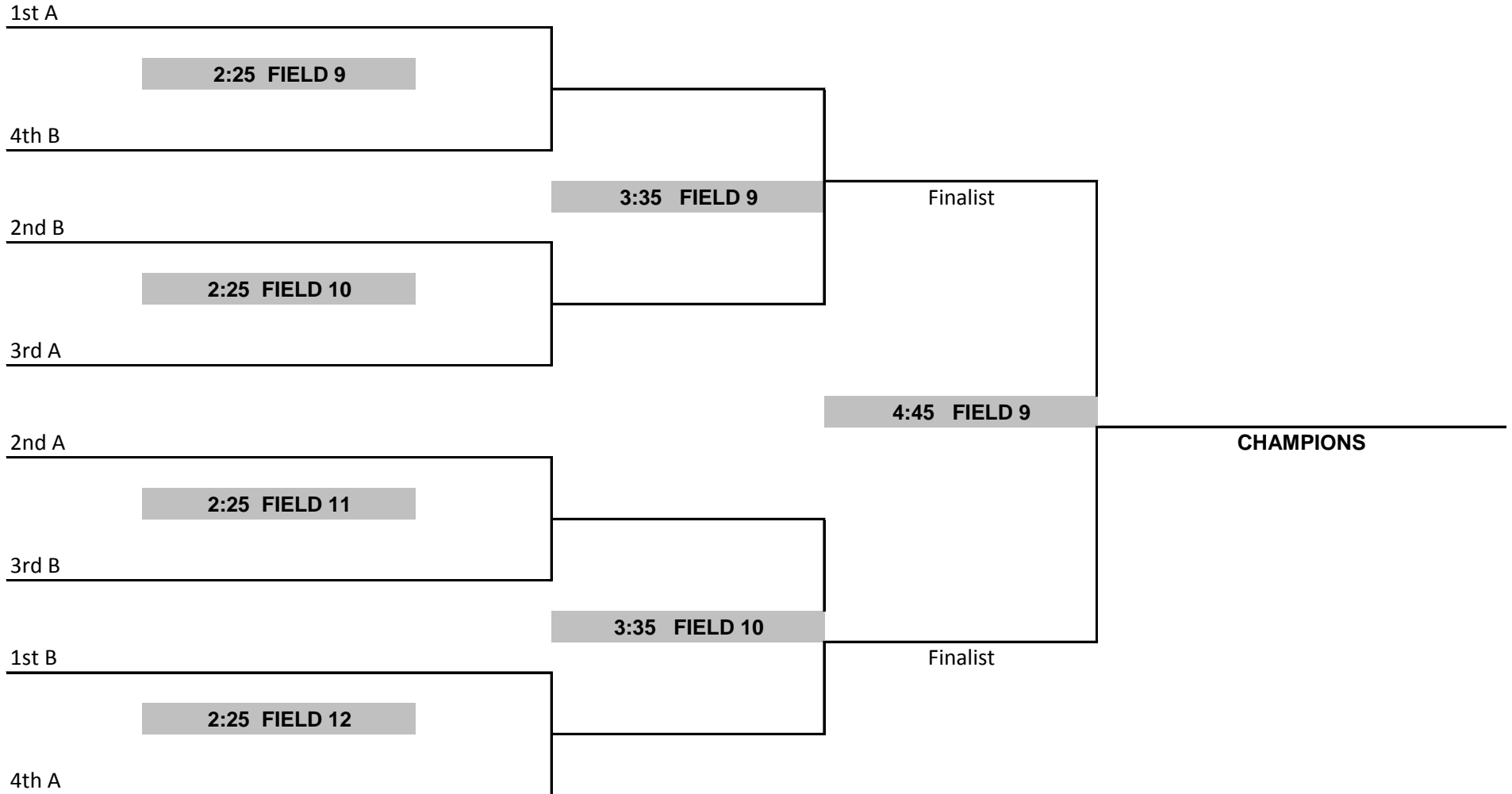
TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

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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

Boys U11 W Playoffs

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Boys U12 R & Playoffs

Current as of
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ROUND ROBIN PLAY

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

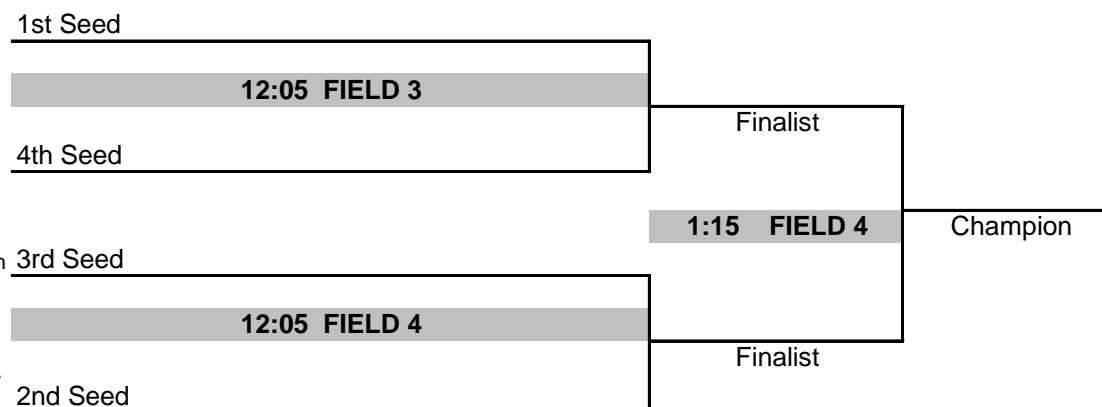
In the event of a tie, the group winner will be determined in the following order of applicability:

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

<u>TEAMS</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1	Speed				
A2	Lamp-Stras FC				
A3	SC Lightning				
A4	YOUR WÜRST NIGHTMARE F.C.				

PLAYOFF SCHEDULE



Boys U12 W

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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 12</u>	<u>FIELD 13</u>	<u>FIELD 14</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		
TEAMS		Game 1	Game 2	Game 3
A1	Futballers			
A2	Union			
A3	Celtic SC			
A4	Raptors			
B1	SG Outlaws			
B2	FC Savages			
B3	Starz			
B4	Ball BOYSE Here			

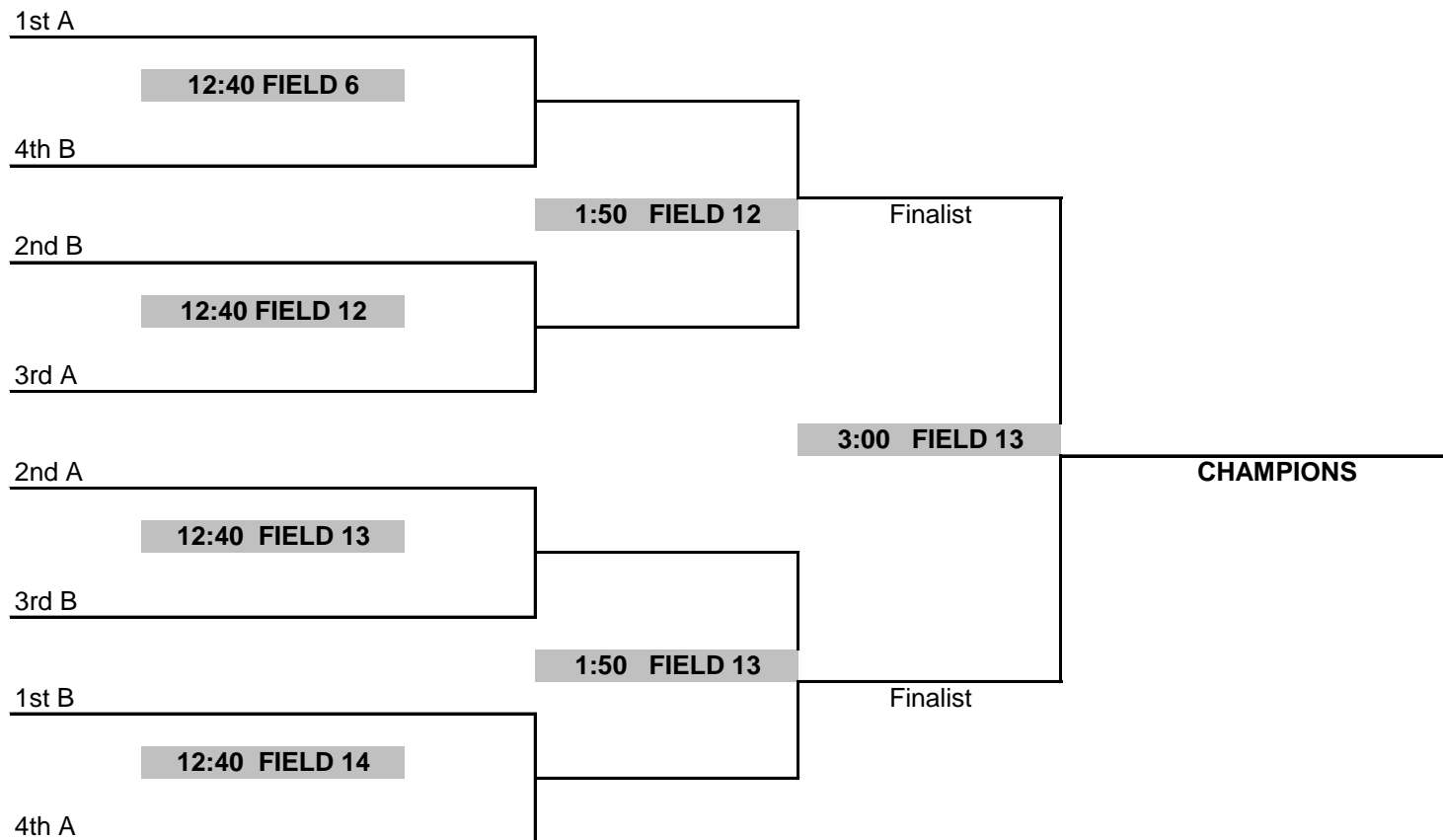
TEAMS WILL BE SEEDED FOR PLAYOFFS

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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 U12 W Playoff

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Boys U13 W & Playoffs

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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	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

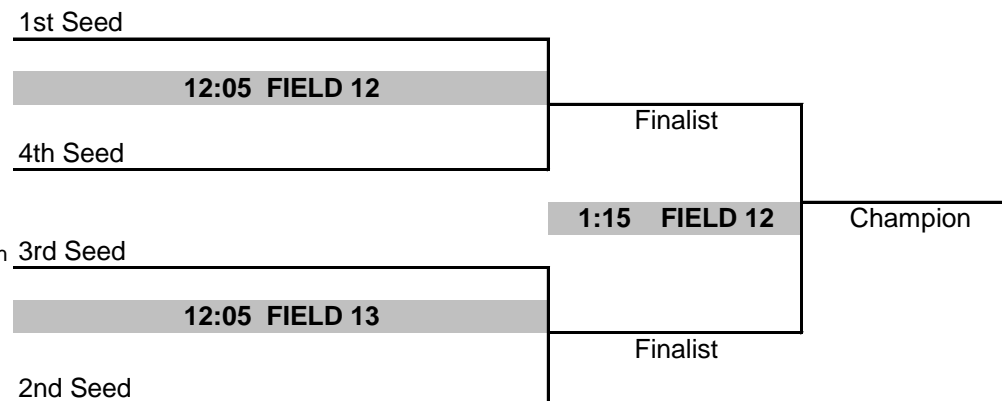
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2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Points

<u>TEAMS</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1	Penn United FC				
A2	Whitecaps				
A3	We Play Soccer				
A4	FC Super Bacon				

PLAYOFF SCHEDULE



Boys U14 W & Playoffs

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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

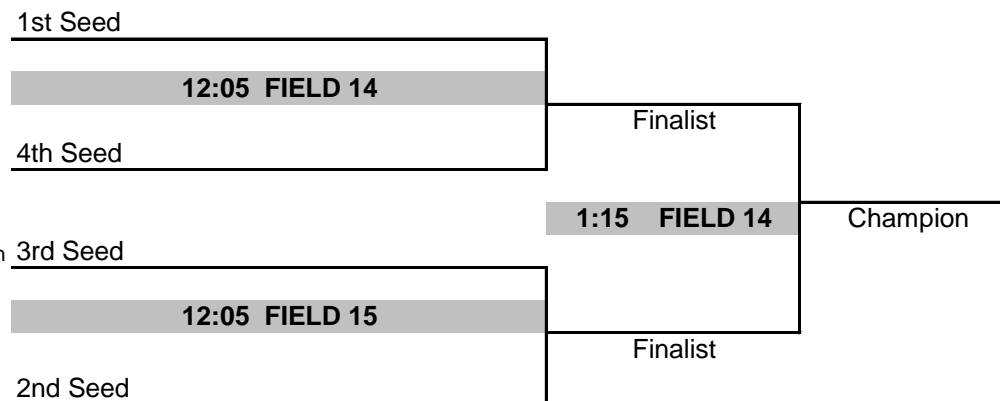
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1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Points

<u>TEAMS</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1	CV United				
A2	Sharks				
A3	JTS Young Guns				
A4	Dire Wolves FC				

PLAYOFF SCHEDULE



Boys U15 RW & Playoffs

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ROUND ROBIN PLAY

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

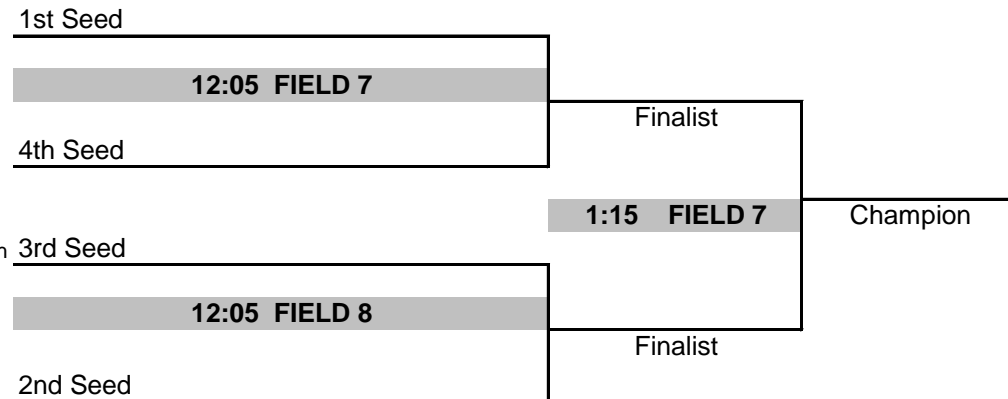
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3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

Points

<u>TEAMS</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1	Force				
A2	Dab On 'Em				
A3	Mustangs				
A4	The Wild Bunch				

PLAYOFF SCHEDULE



Boys U16 & U17 RW & Playoffs

Current as of
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ROUND ROBIN PLAY

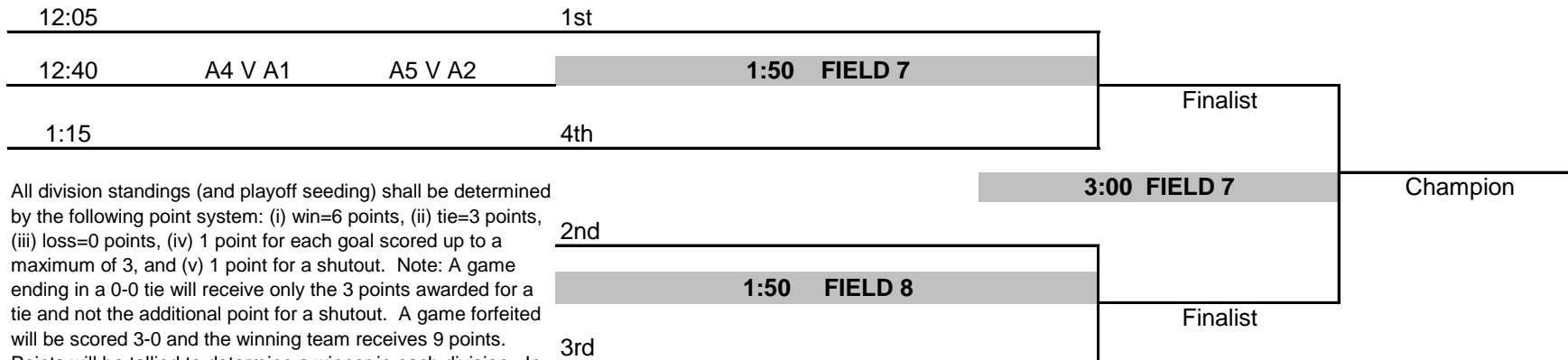
TIMES	FIELD 7	FIELD 8	TEAMS	Points				
				Game 1	Game 2	Game 3	Game 4	Total
8:00	A3 V A4	A2 V A1	A1 Mayhem					
8:35			A2 PMG					
9:10	A2 V A3	A5 V A1	A3 Tottenham United					
9:45			A4 The Water Boys					
10:20	A1 V A3	A5 V A4	A5 God Squad					

10:55

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

11:30 A3 V A5 A4 V A2

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

Boys U18 & College & Playoffs

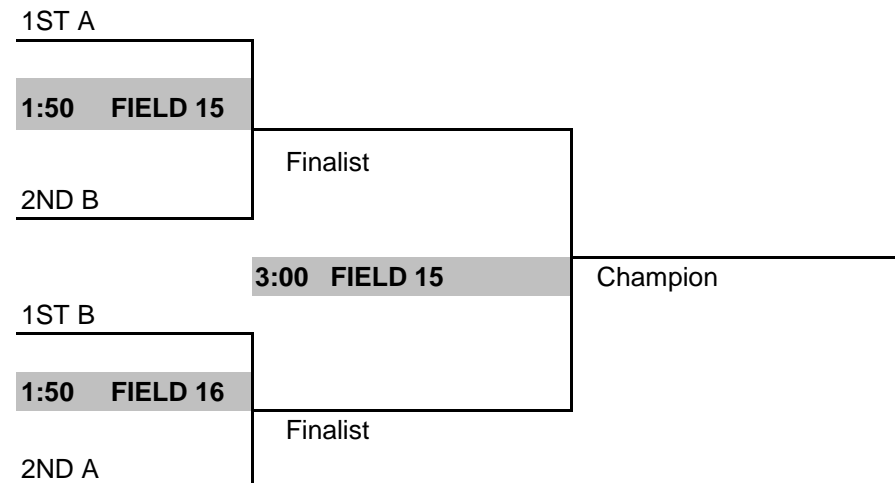
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ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 15</u>	<u>FIELD 16</u>	<u>TEAMS</u>	<u>Points</u>			
				<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
8:00	A1 V A2	B1 V B2	A1 Massive				
8:35			A2 LCCS United				
9:10	A2 V A3	B2 V B3	A3 Goon Squad				
9:45							
10:20	A1 V A3	B1 V B3	B1 Classic VI				
10:55			B2 ManChestHair				
11:30	A1 V B1	A2 V B2	B3 Strikers				
12:05							
12:40	A3 V B3						
1:15							

TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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

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5. Coin Flip