COED U6 & Boys U7 R & Playoffs

Current as of 5/19/2016, 4:43 PM

	ROUND R	OBIN PLAY
<u>TIMES</u>	FIELD 5	FIELD 6
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		

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

PLAYOFF SCHEDULE

1st Seed 12:05 FIELD 5 4th Seed 1:15 FIELD 5 Champion 1:2:05 FIELD 6 Finalist 2nd Seed

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

- 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 R & Playoffs

	<u>KOUND R</u>	<u>ORIN PLAY</u>
TIMES	FIELD 5	FIELD 6
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		

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	TEAMS	Game 1	Game 2	Game 3	Total
A1	FC Selingsgrove				
A2	Blinders FC				
А3	FC United ORANGE				
A4	CVFC				

PLAYOFF SCHEDULE

11:30 FIELD 5 4th Seed 12:40 FIELD 5 Champion 11:30 FIELD 6 Finalist 2nd Seed

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

- 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

	ROUND RO		Points					
<u>TIMES</u>	FIELD 1	FIELD 2		TEAMS	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

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

TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

PLAYOFF SCHEDULE



Boys U9 & U10 RW & Playoffs

Current as of 5/19/2016, 4:43 PM

	ROUND R	OBIN PLAY					Points	 S	
<u>TIMES</u>	FIELD 3	FIELD 4		TEAMS	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	А3	FC United					
9:45			A4	MT Cosmos					
10:20	A1 V A3	A5 V A4	A5	FC Skyrush					
10:55			_	TOP FOUR I	N BRACKE	T PLAY FO	R CHAMPIC	ONSHIP	
11:30	A3 V A5	A4 V A2	_						
12:05			1st	<u>PL</u>	AYOFF	SCHE	DULE		
12:40	A4 V A1	A5 V A2		1:50 FIELD 3					
1:15			4th			Fin	alist		
			2nd		3	:00 FIELD	3	Champ	ion
point system: (i) wingoal scored up to a cending in a 0-0 tie version.	n=6 points, (ii) tie=3 points, (iii a maximum of 3, and (v) 1 poin will receive only the 3 points a	be determined by the following) loss=0 points, (iv) 1 point for each it for a shutout. Note: A game warded for a tie and not the iill be scored 3-0 and the winning	3rd	1:50 FIELD 4		Fin	alist		

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)

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

5. Coin Flip

applicability:

Boys U10 W

	ROUND F	ROBIN PLA	<u>.Y</u>							Points		
TIMES	FIELD 1	FIELD 2	FIELD 16	FIELD 17			TEAMS	Game 1	Game 2	Game 3	Game 4	Total
8:00	A2 V A1	B2 V B1		B5 V B4	A	\1	CV White					
8:35			A3 V A4	B3 V B4	А	\2	FCY Blue					
9:10	A5 V A1	B5 V B1		B2 V B3	А	٨3	LSYS Union					
9:45			A2 V A3	A5 V A4	A	۸4	Celtic SC					
10:20	A1 V A3	B1 V B3		A4 V A2	A	\ 5	Red					
10:55			B4 V B1	B5 V B2	В	31	LSYS Union -2					
11:30	A4 V A1	A5 V A2		B3 V B5	В	32	FCY Neon					
12:05			A3 V A5	B4 V B2	В	33	UKIE 06					
					В	34	CV Red					
					В	35	FC United					

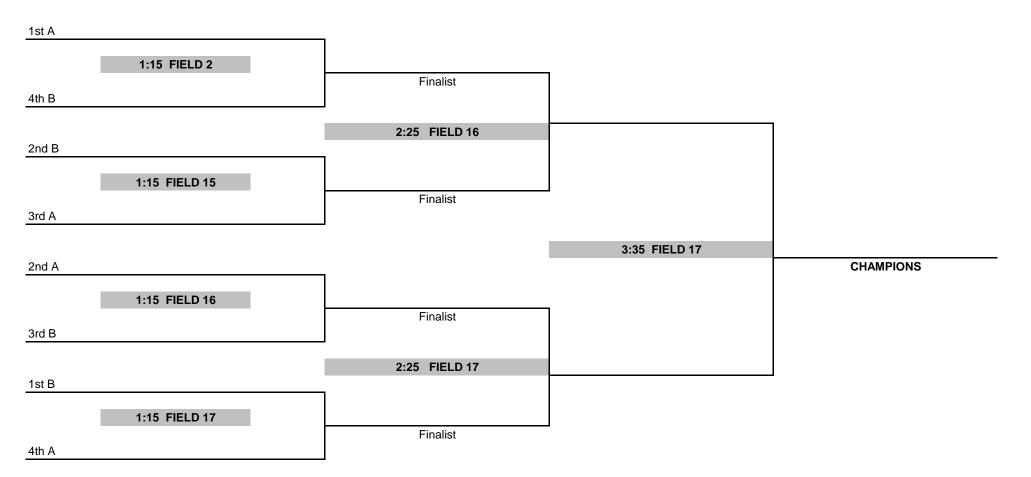
TOP FOUR IN EACH BRACKET MAKE PLAYOFFS

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:

- 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 Playoffs



Boys U11 W - A

ROUND ROBIN PLAY							
TIMES	FIELD 9	FIELD 10	FIELD 11				
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	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 Fli

1:15

Boys U11 W - B

ROUND ROE	ROUND ROBIN PLAY					
FIELD 9	FIELD 10	FIELD 11				
B1 V B2	B3 V B4	B5 V B6				
B7 V B1	B2 V B3	B4 V B5				
B6 V B7	B3 V B5	B2 V B4				
	B1 V B6	B2 V B7				
	FIELD 9 B1 V B2 B7 V B1	FIELD 9 FIELD 10 B1 V B2 B3 V B4 B7 V B1 B2 V B3 B6 V B7 B3 V B5				

B6 V B4

				Points		
	TEAMS	Game 1	Game 2	Game 3	Game 4	Total
B1	MT Elite White					
B2	Vipers					
В3	Mutiny White					
B4	CFC Dortmund GD					
B5	Celtic SC 04					
B6	McBG USA					
В7	FC ZUP					

TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

B1 V B3

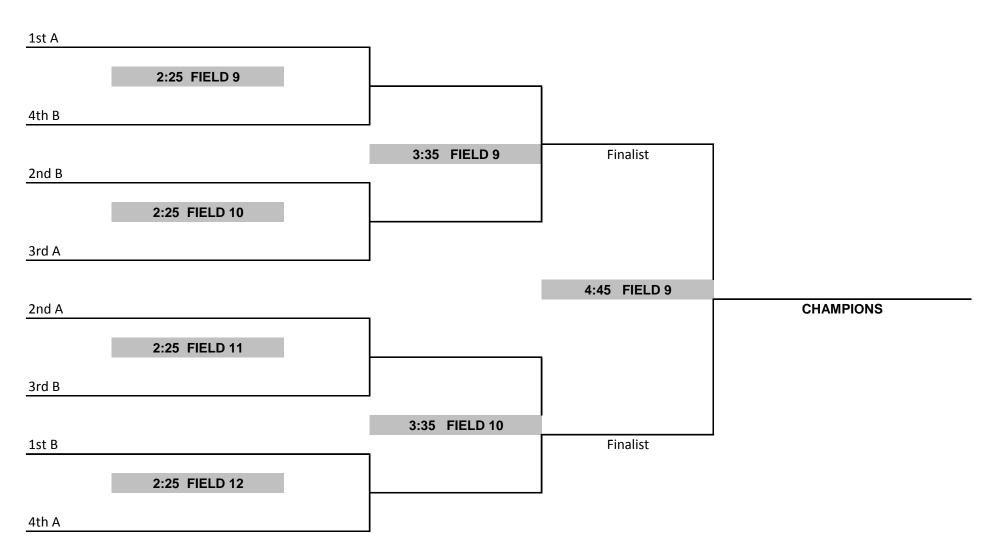
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points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

B5 V B7

- 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

1:15

Boys U11 W Playoffs



Boys U12 R & Playoffs

2nd Seed

Current as of 5/19/2016, 4:43 PM

	KOUND K	ODIN PLAT
TIMES	FIELD 3	FIELD 4
		
8:00		
0.00		
0.05	441440	401/44
8:35	A1 V A2	A3 V A4
9:10		
,		
9:45	A2 V A3	A1 V A4
0.10	712 7 710	711 7711
10.20		
10:20		
10:55	A1 V A3	A2 V A4
	AT V AS	7/2 V 7/4

11:30

12:05

ROLIND ROBIN PLAY

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

PLAYOFF SCHEDULE

Finalist

1st Seed 12:05 FIELD 3 Finalist 4th Seed FIELD 4 Champion 12:05 FIELD 4

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

- 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

Boys U12 W

ROUND ROBIN PLAY							
TIMES	FIELD 12	FIELD 13	FIELD 14				
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							

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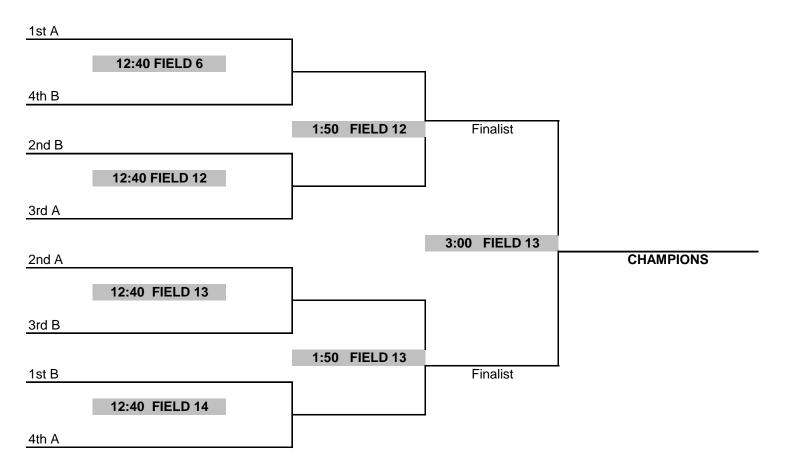
Points				
	TEAMS	Game 1	Game 2	Game 3
A1	Futballers			
A2	Union			
A3	Celtic SC			
A4	Raptors			
B1	SG Outlaws			
B2	FC Savages			
B3	Starz			
B4	Ball BOYSE Here			

12:40

TEAMS WILL BE SEEDED FOR PLAYOFFS

- 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 W Playoff



Boys U13 W & Playoffs

	ROUND ROBIN PLA				
TIMES	FIELD 12	FIELD 13			
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					

DOLIND DODIN DLAV

	Points					
	TEAMS	Game 1	Game 2	Game 3	Total	
A1	Penn United FC					
A2	Whitecaps					
A3	We Play Soccer					
A4	FC Super Bacon					

Dainta

PLAYOFF SCHEDULE

1st Seed 12:05 FIELD 12 4th Seed 1:15 FIELD 12 Champion 1:15 Field 12 Champion Finalist 2nd Seed

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

- 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 U14 W & Playoffs

2nd Seed

	ROUND R	OBIN PLAY
TIMES	FIELD 14	FIELD 15
		
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		

DOLIND DODIN DLAV

	Points					
	TEAMS	Game 1	Game 2	Game 3	Total	
A1	CV United					
A2	Sharks					
A3	JTS Young Guns					
A4	Dire Wolves FC					

Dainta

PLAYOFF SCHEDULE

1st Seed 12:05 FIELD 14 Finalist 4th Seed 1:15 FIELD 14 Champion 12:05 FIELD 15 **Finalist**

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

- 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

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Boys U15 RW & Playoffs

	ROUND R	OBIN PLAY
<u>TIMES</u>	FIELD 7	FIELD 8
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		

DOLIND DODIN DLAV

	Points						
	TEAMS	Game 1	Game 2	Game 3	Total		
A1	Force						
A2	Dab On 'Em						
A3	Mustangs						
A4	The Wild Bunch						

PLAYOFF SCHEDULE

1st Seed 12:05 FIELD 7 4th Seed 1:15 FIELD 7 Champion 1:2:05 FIELD 8 Finalist 2nd Seed

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

- 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 U16 & U17 RW & Playoffs

	ROUND ROBIN PLAY					Points			
TIMES	FIELD 7	FIELD 8		TEAMS	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	А3	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 PLA	Y FOR CH	AMPIONS	HP	

11:30 A3 V A5 A4 V A2

PLAYOFF SCHEDULE

12:05			1st			<u> </u>
12:40	A4 V A1	A5 V A2		1:50	FIELD 7	
						Finalist
1:15			4th			
-						

- 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

3:00 FIELD 7	Champion
Finalist	•

Boys U18 & College & Playoffs

Current as of 5/19/2016, 4:43 PM

ROUND ROBIN PLAY				Points			
FIELD 15	FIELD 16		TEAMS	Game 1	Game 2	Game 3	Total
A1 V A2	B1 V B2	A1	Massive				
		A2	LCCS United				
A2 V A3	B2 V B3	А3	Goon Squad				
A1 V A3	B1 V B3	B1	Classic VI				
		B2	ManChestHair				
A1 V B1	A2 V B2	В3	Strikers				
	A1 V A3 A1 V A3	FIELD 15 FIELD 16 A1 V A2 B1 V B2 A2 V A3 B2 V B3 A1 V A3 B1 V B3	FIELD 15 FIELD 16 A1 V A2 B1 V B2 A1 A2 A2 A2 V A3 B2 V B3 A3 A1 V A3 B1 V B3 B1 B2 B2	FIELD 15 FIELD 16 TEAMS A1 V A2 B1 V B2 A1 Massive A2 LCCS United A2 V A3 B2 V B3 A3 Goon Squad A1 V A3 B1 V B3 B1 Classic VI B2 ManChestHair	FIELD 15 FIELD 16 TEAMS Game 1 A1 V A2 B1 V B2 A1 Massive A2 LCCS United A2 V A3 B2 V B3 A3 Goon Squad A1 V A3 B1 V B3 B1 Classic VI B2 ManChestHair	FIELD 15 FIELD 16 TEAMS Game 1 Game 2 A1 V A2 B1 V B2 A1 Massive A2 LCCS United A2 V A3 B2 V B3 A3 Goon Squad A1 V A3 B1 V B3 B1 Classic VI Classic VI B2 ManChestHair ManChestHair ManChestHair	FIELD 15 FIELD 16 TEAMS Game 1 Game 2 Game 3 A1 V A2 B1 V B2 A1 Massive A2 LCCS United A2 V A3 B2 V B3 A3 Goon Squad A1 V A3 B1 V B3 B1 Classic VI B2 ManChestHair ManChestHair A1 V A3 B1 V B3 B1 V B3 <td< td=""></td<>

2ND A

12:40 A3 V B3

1:15

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

TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

1:50 FIELD 15 2ND B 3:00 FIELD 15 Champion 1:50 FIELD 16 Finalist

PLAYOFF SCHEDULE