

# Girls U8 & U9 RW

Current As Of  
5/16/2016,3:04 PM

## 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				

**TOP EIGHT TEAMS MOVE ON TO PLAYOFFS**

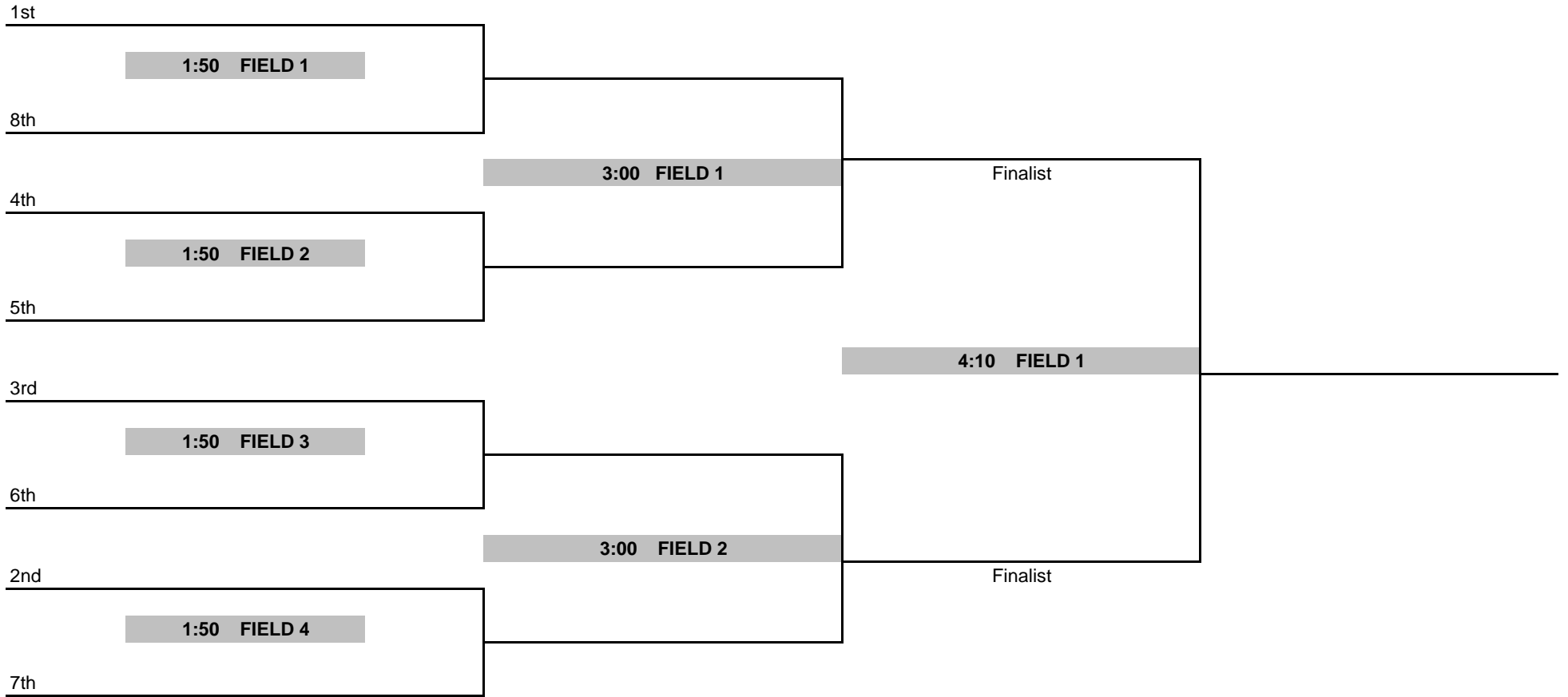
<u>TEAMS</u>		<u>Points</u>				
		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Game 4</u>	<u>Total</u>
A1	Cheese Puffs					
A2	LDSA Lightning					
A3	MT Wildcats					
A4	Team King					
A5	Team Ben					
A6	CV United					
A7	Krazy Kats					
A8	DCFA Team Nessa					
A9	Pipeline Black					

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 U8 & U9 RW Playoffs

Current As Of  
5/16/2016,3:04 PM



# Girls U10 RW & Playoffs

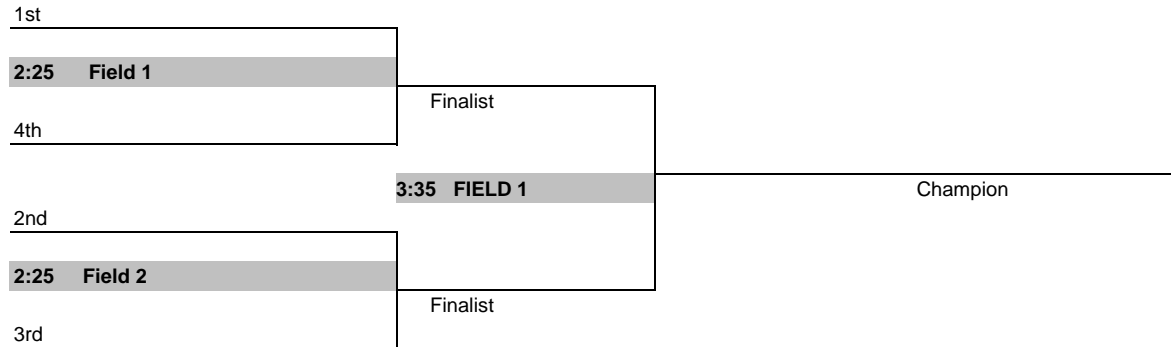
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5/16/2016,3:04 PM

## ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 3</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	CV Girl Power					
A2	Quietstorm					
A3	Magic United					
A4	LYSC					
A5	Fireballs					
A6	CV Girls Rule					
A7	Baron Magic					

## 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 U11 W and Playoffs

Current As Of  
5/16/2016,3:04 PM

## ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 9</u>	<u>FIELD 10</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

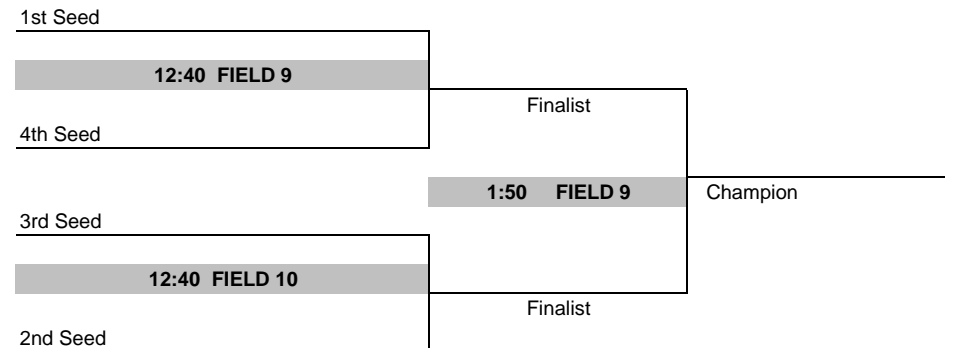
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points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

TEAMS	Game 1	Game 2	Game 3	Total
A1 Fireballs				
A2 CV United Red				
A3 Lady Jets				
A4 CV United White				

## PLAYOFF SCHEDULE



# Girls U12 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

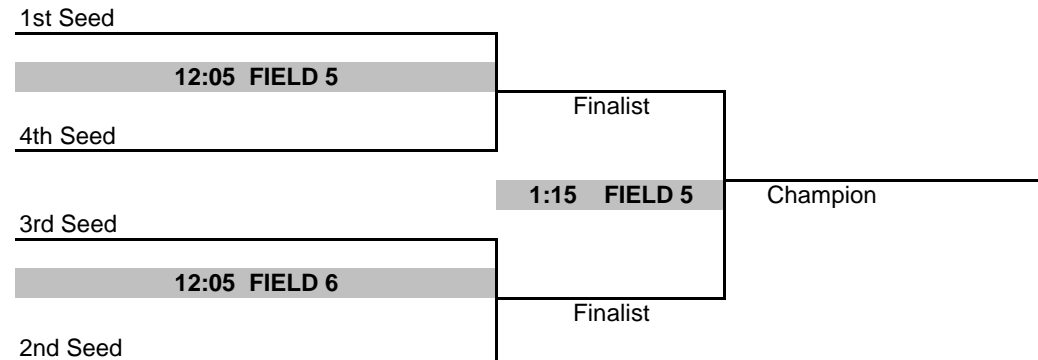
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points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

### Points

<u>TEAMS</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 Nightmares				
A2 Nightmares 2				
A3 CV United				
A4 LYSC				

## PLAYOFF SCHEDULE



# Girls U12 W & Playoffs

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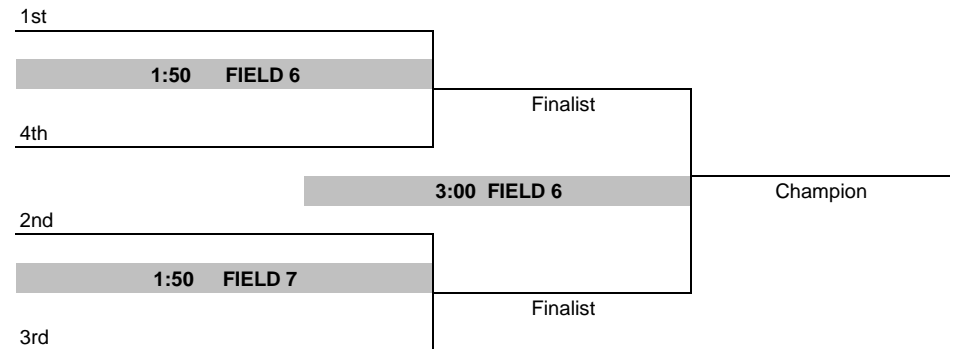
## ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 6</u>	<u>FIELD 7</u>
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 Lunachix					
A2 Destroyers					
A3 Stingers FC					
A4 Ballers					
A5 Pottsville					

## 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 U13 RW & Playoffs

Current As Of  
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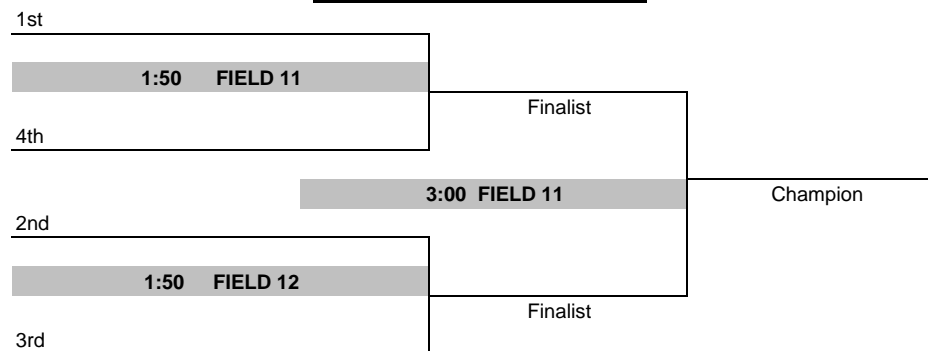
## ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 11</u>	<u>FIELD 12</u>
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 Fusion					
A2 Babes in Blue					
A3 Dynamite					
A4 CSC Rebels					
A5 Triple Threat					

## 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 U14 RW & Playoffs

Current As Of  
5/16/2016,3:04 PM

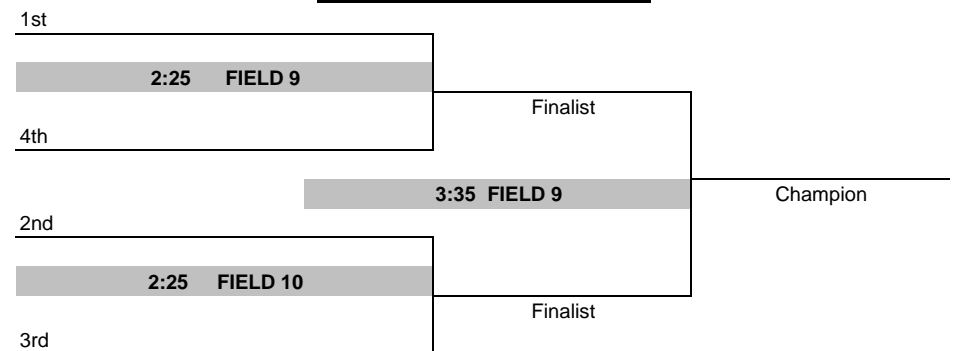
## ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 9</u>	<u>FIELD 10</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

TEAMS	Points				Total
	Game 1	Game 2	Game 3	Game 4	
A1 LMSC Hurricanes					
A2 Supersonic					
A3 CV United					
A4 SCCSA Dragons					
A5 PA Majestics					

### 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 U15 & U16 W & Playoffs

Current As Of  
5/16/2016,3:04 PM

## 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		

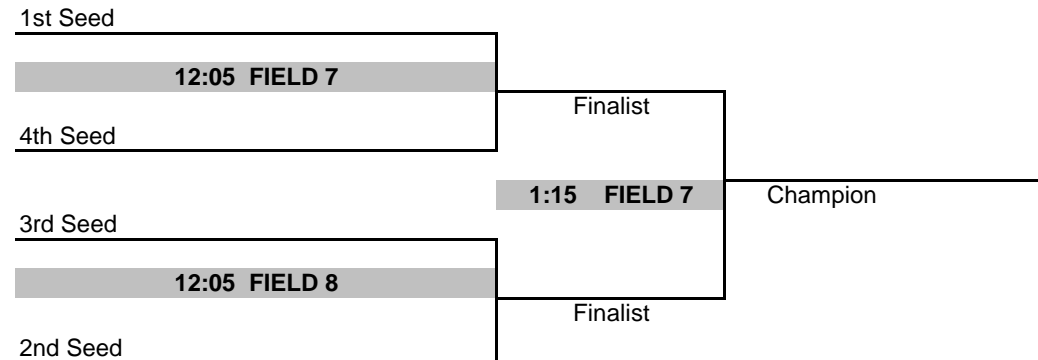
### ALL FOUR TEAMS MOVE ON TO PLAYOFFS

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 FC Legends				
A2 PV Hotshots				
A3 Rabid Squirrels				
A4 FC York				

## PLAYOFF SCHEDULE



# Girls U17 & U18 W & Playoffs

Current As Of  
5/16/2016,3:04 PM

## ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 13</u>	<u>FIELD 14</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 Lititz Pickles				
A2 FC CALIENTE				
A3 FC KAFTERO				
A4 NICKNAMES				

## PLAYOFF SCHEDULE

