

COED U6 & Boys U7 R & Playoffs

Current as of
6/8/16, 11:34 PM

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

TEAMS	Game 1	Game 2	Game 3	Total
A1 FC Selinsgrove	0	9	0	9
A2 Celtic SC	9	2	10	21
A3 Little Cityzens	10	9	10	29
A4 Rocket Falcons	0	1	0	1

PLAYOFF SCHEDULE

1st S Little Cityzens	12		
12:05 FIELD 5		Little Cityzens 10	
		Finalist	
4th S Rocket Falcons	0		
		Little Cityzens Champion	
1:15 FIELD 5			
3rd SFC Selingsgrove	4		
12:05 FIELD 6		Finalist	
		Celtics SC 1	
2nd S Celtics SC	9		

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

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 FC Selingsgrove	3	1	9	13
A2 Blinders FC	9	9	2	20
A3 FC United ORANGE	3	3	2	8
A4 CVFC	9	9	9	27

PLAYOFF SCHEDULE

1st S CVFC 12			
	11:30 FIELD 5		
		CVFC 6	
		Finalist	
4th S FC United Orange 3			
			12:40 FIELD 5
			CVFC
			Champion
3rd S FC Selingsgrove 8			
	11:30 FIELD 6		
		Finalist	
		FC Selingsgrove 3	
2nd S Blinders FC 5			

Boys U8 W & Playoffs

Current as of
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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	9	0	8	17
8:35	A1 V A2	B1 V B2	A2 Celtic SC	2	3	0	5
9:10			A3 Neon Lightning	9	10	10	29
9:45	A2 V A3	B2 V B3					
10:20			B1 Lucha Real	2	9	1	12
10:55	A1 V A3	B1 V B3	B2 Canes	9	9	10	28
11:30			B3 Crushers	1	2	0	3
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	9	6	2	9	26
8:35			A2 Ephrata Wildcats	3	1	2	1	7
9:10	A2 V A3	A5 V A1	A3 FC United	9	9	9	9	36
9:45			A4 MT Cosmos	3	9	9	2	23
10:20	A1 V A3	A5 V A4	A5 FC Skyrush	6	3	2	9	20

10:55

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

11:30

A3 V A5

A4 V A2

PLAYOFF SCHEDULE

12:05

1st

FC United

2

12:40

A4 V A1

A5 V A2

1:50 FIELD 3

FC United 6

Finalist

1:15

4th

FC Skyrush 1

3:00 FIELD 3

FC United

Champion

2nd

CU Outlaws 4

1:50 FIELD 4

Finalist

3rd

MT Cosmos 5

MT Cosmos 2

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

Current as of
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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

<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	CV White	6	3	9	9	27
A2	FCY Blue	6	9	10	2	27
A3	LSYS Union	9	3	2	0	14
A4	Celtic SC	3	1	0	2	6
A5	Red	9	9	9	10	37
B1	LSYS Union -2	2	1	2	3	8
B2	FCY Neon	9	0	3	9	21
B3	UKIE 06	9	10	9	9	37
B4	CV Red	1	3	9	3	16
B5	FC United	9	9	9	1	28

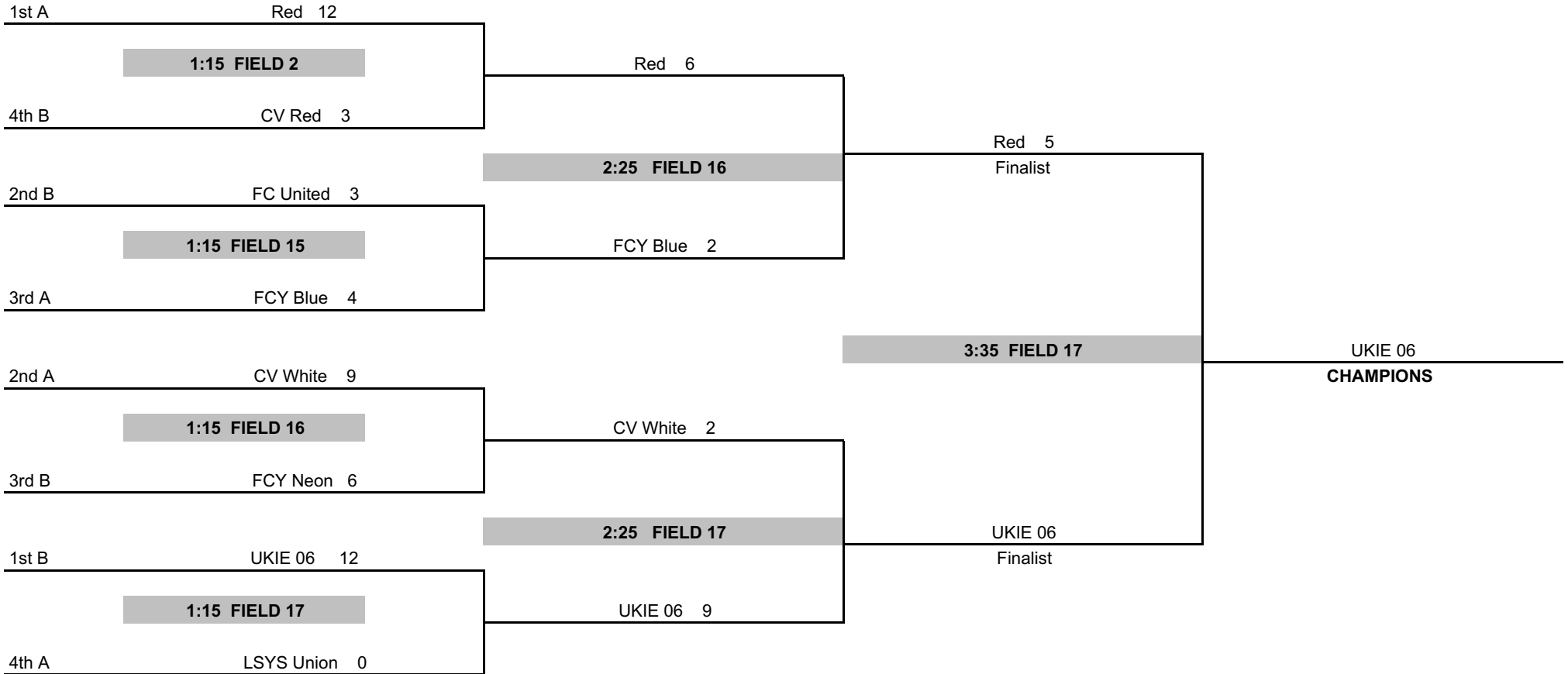
TOP FOUR IN EACH BRACKET MAKE PLAYOFFS

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

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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	2	1	6	3	12
A2	MT Elite Orange	9	6	9	3	27
A3	Nitro	9	6	9	9	33
A4	FC UNITED	3	6	3	1	13
A5	Mutiny Maroon	9	6	3	2	20
A6	MT Elite Blue	3	1	6	9	19
A7	CFC 04/05 Black	9	9	9	9	36

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

TIMES	FIELD 9	FIELD 10	FIELD 11
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	3	2	2	3	10
B2	Vipers	9	3	1	3	16
B3	Mutiny White	1	9	1	9	20
B4	CFC Dortmund GD	9	9	9	9	36
B5	Celtic SC 04	3	3	9	9	24
B6	McBG USA	9	9	9	3	30
B7	FC ZUP	9	3	9	3	24

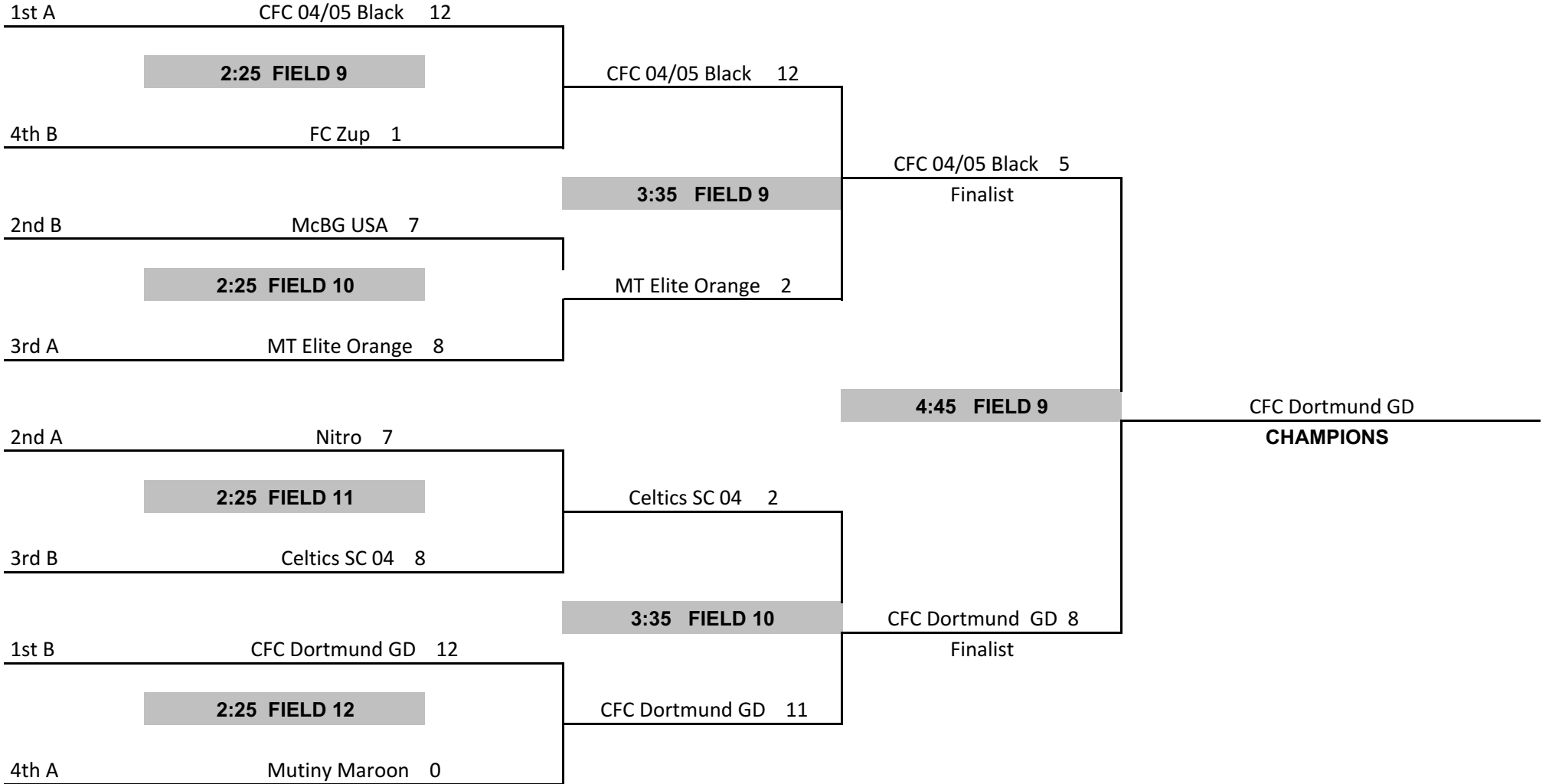
TOP FOUR TEAMS WILL BE SEED FOR PLAYOFFS

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 Playoffs

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Boys U12 R & Playoffs

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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

TEAMS		Game 1	Game 2	Game 3	Total
A1	Speed	2	0	1	3
A2	Lamp-Stras FC	9	3	10	22
A3	SC Lightning	10	9	9	28
A4	YOUR WÜRST NIGHTMARE F.C.	0	10	0	10

PLAYOFF SCHEDULE

1st S	SC Lightning 12		
12:05 FIELD 3		SC Lightning 9	
4th S	Speed 2	Finalist	
1:15 FIELD 4		SC Lightning	Champion
3rd S	YOUR WÜRST NIGHTMARE F.C. 0		
12:05 FIELD 4		Lamp-Stras FC 1	
2nd S	Lamp-Stras FC 8	Finalist	

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	9	9	9
A2	Union	2	9	3
A3	Celtic SC	3	9	9
A4	Raptors	3	3	3
B1	SG Outlaws	0	0	0
B2	FC Savages	10	3	9
B3	Starz	3	10	3
B4	Ball BOYSE Here	9	9	10

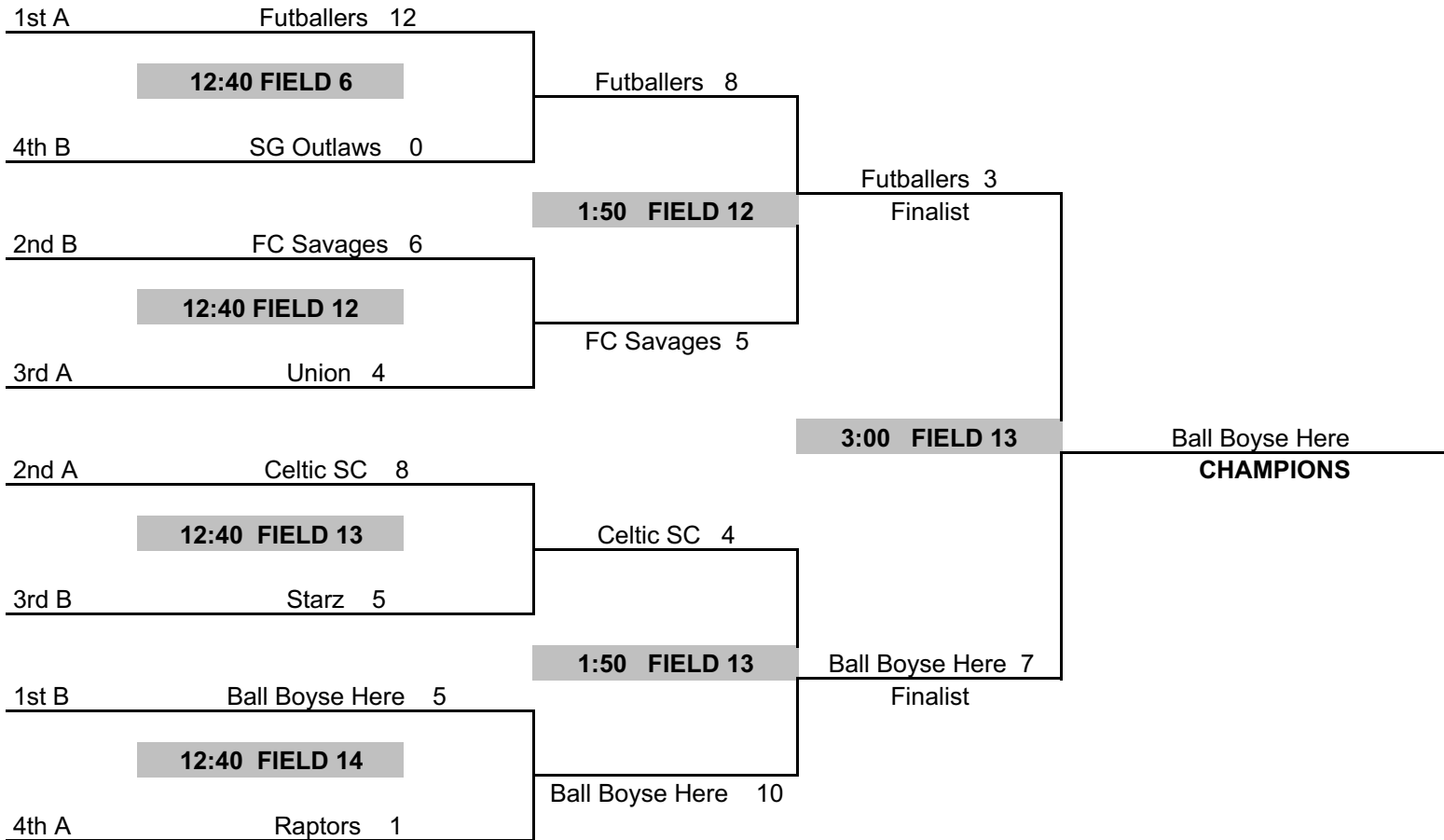
TEAMS WILL BE SEEDED FOR PLAYOFFS

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 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

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	Penn United FC	3	2	0	5
A2	Whitecaps	9	9	3	21
A3	We Play Soccer	3	3	10	16
A4	FC Super Bacon	9	9	9	27

PLAYOFF SCHEDULE

1st S	FC Super Bacon 12		
	12:05 FIELD 12	FC Super Bacon 0	
		Finalist	
4th S	Penn United FC 0		
		1:15 FIELD 12	We Play Soccer Champion
3rd S	We Play Soccer 8		
	12:05 FIELD 13	We Play Soccer 5	
		Finalist	
2nd S	Whitecaps 2		

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

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	CV United	9	10	9	28
A2	Sharks	3	3	9	15
A3	JTS Young Guns	9	9	3	21
A4	Dire Wolves FC	3	0	3	6

PLAYOFF SCHEDULE

1st S	CV United 12		
	12:05 FIELD 14	CV United 3	
		Finalist	
4th S	Dire Wolves 3		
		1:15 FIELD 14	JTS Young Guns
			Champion
3rd S	Sharks 0		
	12:05 FIELD 15	JTS Young Guns 4	
		Finalist	
2nd S	JTS Young Guns 10		

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

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	Force	9	9	3	21
A2	Dab On 'Em	3	3	3	9
A3	Mustangs	9	9	9	27
A4	The Wild Bunch	3	3	9	15

PLAYOFF SCHEDULE

1st S	Mustangs 9		
12:05 FIELD 7		Mustangs 3	
4th S	Dab On 'Em	Finalist	
3rd S	The Wild Bunch 5		
12:05 FIELD 8		Force 4	
2nd S	Force 11	Finalist	
			1:15 FIELD 7
			Force Champion

Boys U16 & U17 RW & Playoffs

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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	3	9	9	9	30
8:35			A2 PMG	9	9	9	9	36
9:10	A2 V A3	A5 V A1	A3 Tottenham United	9	1	3	9	22
9:45			A4 The Water Boys	3	9	2	3	17
10:20	A1 V A3	A5 V A4	A5 God Squad	2	3	2	2	9

10:55

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

11:30 A3 V A5 A4 V A2

PLAYOFF SCHEDULE

12:05		1st	PMG 12		
12:40	A4 V A1	A5 V A2	1:50 FIELD 7	PMG 12	
1:15		4th	The Water Boys 0	Finalist	
				3:00 FIELD 7	PMG
		2nd	Mayhem 5		Champion
			1:50 FIELD 8	Mayhem 0	
		3rd	Tottenham United 3	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 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	2	3	3	8
8:35			A2 LCCS United	9	3	3	15
9:10	A2 V A3	B2 V B3	A3 Goon Squad	9	9	9	27
9:45							
10:20	A1 V A3	B1 V B3	B1 Classic VI	9	6	9	24
10:55			B2 ManChestHair	3	3	9	15
11:30	A1 V B1	A2 V B2	B3 Strikers	9	6	3	18
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 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