

Girls U8 & U9 RW

**Current As Of
6/9/16, 11:29 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				

		Points				
		Game 1	Game 2	Game 3	Game 4	Total
TEAMS						
A1	Cheese Puffs	9	3	2	0	14
A2	LDSA Lightning	2	1	1	3	7
A3	MT Wildcats	9	9	10	9	37
A4	Team King	1	6	9	3	19
A5	Team Ben	9	6	0	0	15
A6	CV United	2	1	0	0	3
A7	Krazy Kats	3	9	10	9	31
A8	DCFA Team Nessa	9	10	10	10	39
A9	Pipeline Black	9	0	9	10	28

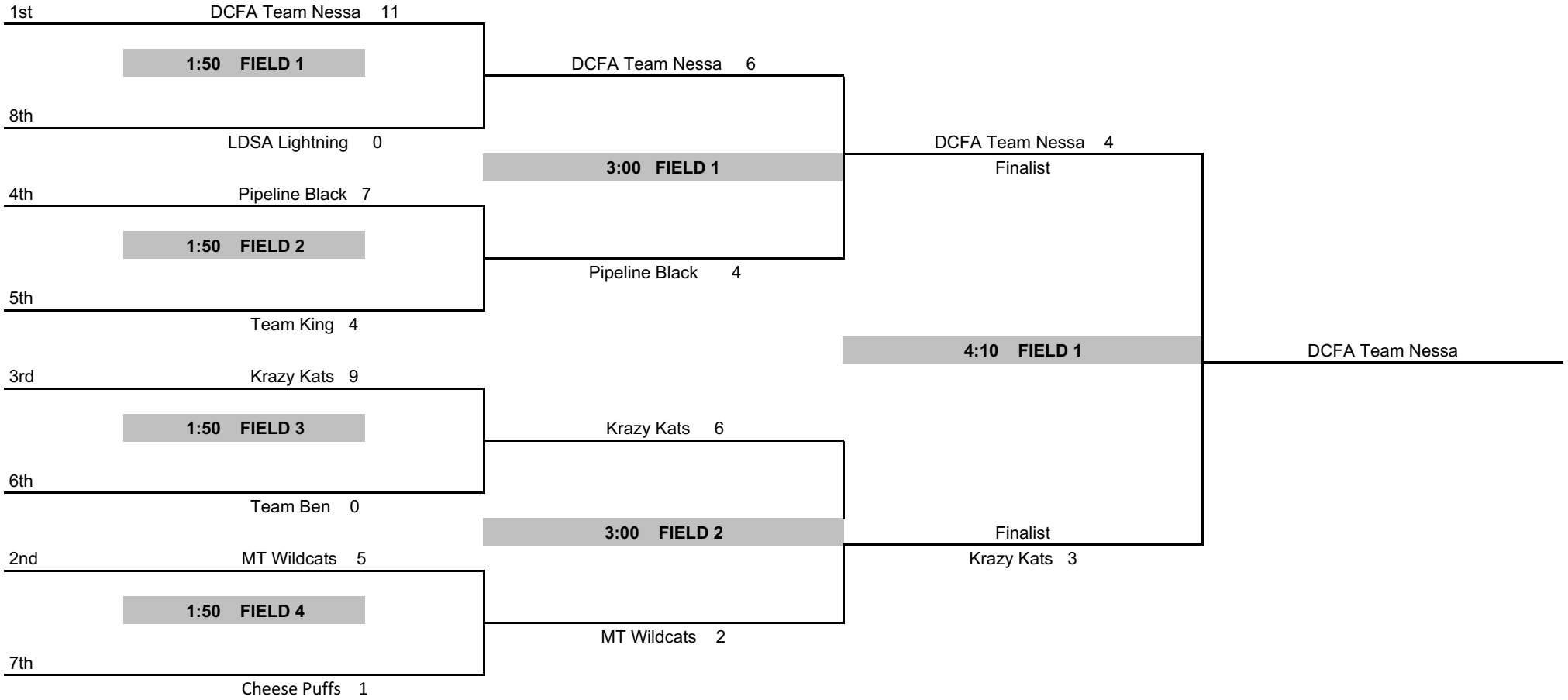
TOP EIGHT TEAMS MOVE ON TO PLAYOFFS

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

Girls U8 & U9 RW Playoffs

Current As Of
6/9/16, 11:29 PM



Girls U10 RW & Playoffs

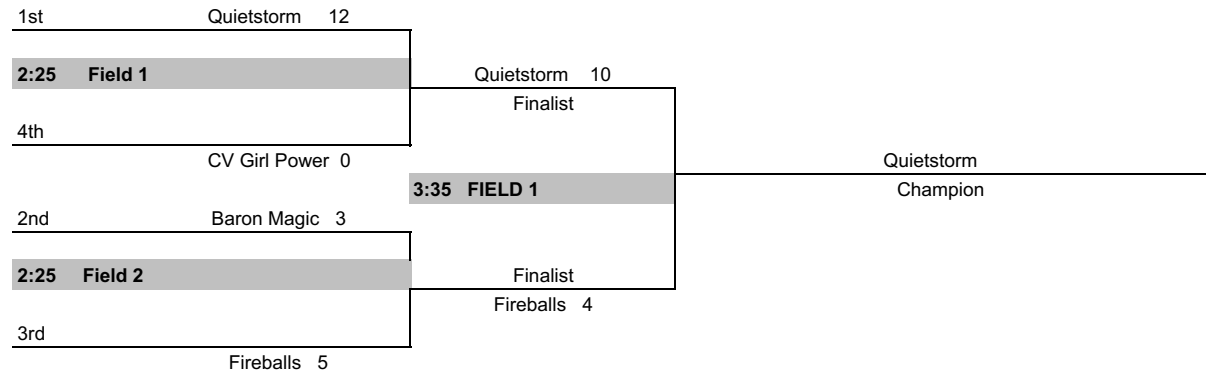
Current As Of
6/9/16,11:29 PM

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

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	CV Girl Power	2	2	9	9	22
A2	Quietstorm	9	10	10	10	39
A3	Magic United	9	0	1	2	12
A4	LYSC	2	1	0	3	6
A5	Fireballs	9	9	9	0	27
A6	CV Girls Rule	3	3	3	9	18
A7	Baron Magic	9	9	0	10	28

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
6/9/16, 11:29 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

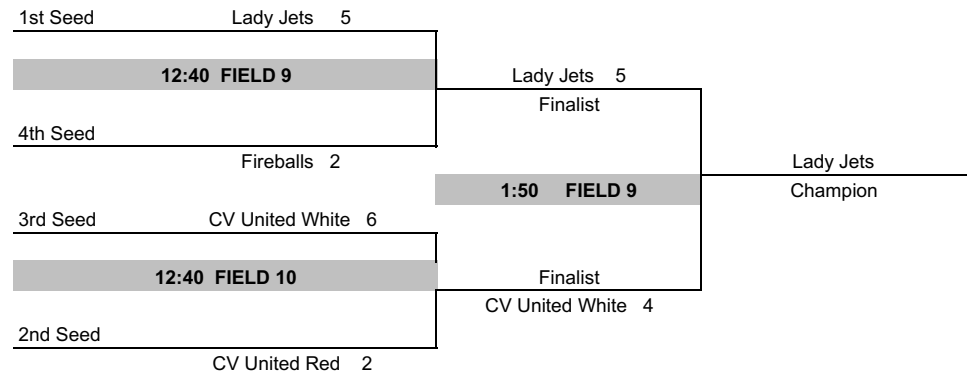
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points 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	3	3	9	15
A2 CV United Red	9	1	9	19
A3 Lady Jets	9	8	3	20
A4 CV United White	3	9	3	15

PLAYOFF SCHEDULE



Girls U12 R & Playoffs

Current As Of
6/9/16, 11:29 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		

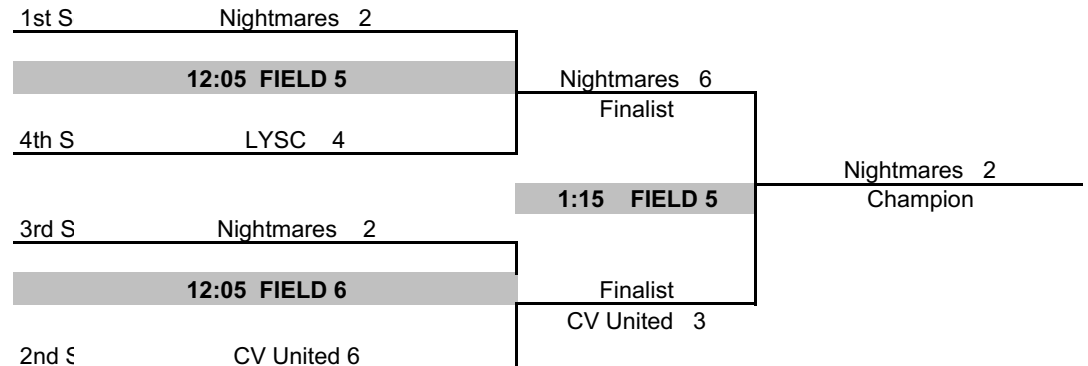
ALL FOUR TEAMS MOVE ON TO PLAYOFFS

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

TEAMS	Points			Total
	Game 1	Game 2	Game 3	
A1 Nightmares	3	9	1	13
A2 Nightmares 2	9	9	9	27
A3 CV United	10	3	9	22
A4 LYSC	0	3	1	4

PLAYOFF SCHEDULE



Girls U12 W & Playoffs

Current As Of
6/9/16, 11:29 PM

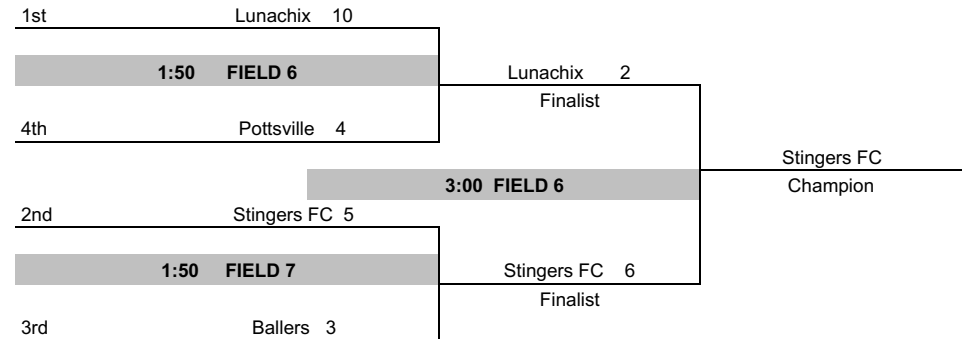
ROUND ROBIN PLAY

TIMES	FIELD 6	FIELD 7
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	9	9	9	9	36
A2 Destroyers	3	3	3	3	12
A3 Stingers FC	9	9	3	9	30
A4 Ballers	1	9	9	3	22
A5 Pottsville	3	3	3	9	18

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
6/9/16, 11:29 PM

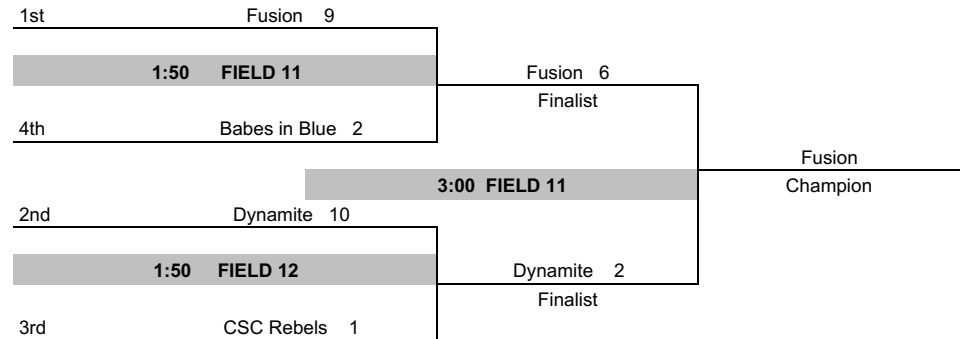
ROUND ROBIN PLAY

TIMES	FIELD 11	FIELD 12
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	9	10	9	10	38
A2 Babes in Blue	1	1	1	6	9
A3 Dynamite	9	9	3	9	30
A4 CSC Rebels	1	9	8	0	18
A5 Triple Threat	0	1	1	6	8

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
6/9/16, 11:29 PM

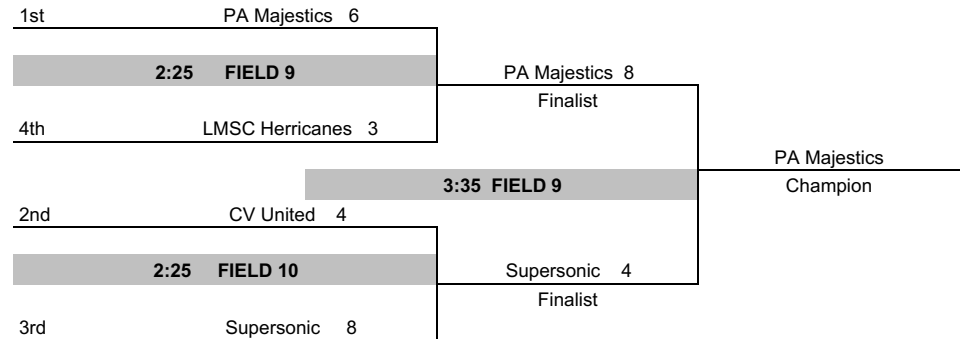
ROUND ROBIN PLAY

TIMES	FIELD 9	FIELD 10
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 Herrericanes	3	2	2	9	16
A2 Supersonic	9	3	10	3	25
A3 CV United	10	9	9	3	31
A4 SCCSA Dragons	0	1	0	1	2
A5 PA Majestics	9	9	9	9	36

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
6/9/16, 11:29 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		

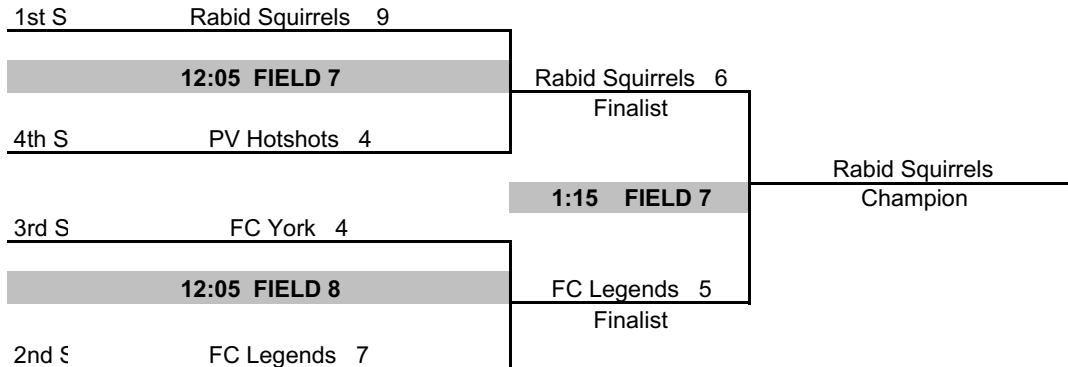
ALL FOUR TEAMS MOVE ON TO PLAYOFFS

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

TEAMS	Points			Total
	Game 1	Game 2	Game 3	
A1 FC Legends	9	9	3	21
A2 PV Hotshots	2	2	2	6
A3 Rabid Squirrels	9	9	9	27
A4 FC York	3	3	9	15

PLAYOFF SCHEDULE



Girls U17 & U18 W & Playoffs

Current As Of
6/9/16, 11:29 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

TEAMS	Points			Total
	Game 1	Game 2	Game 3	
A1 Lititz Pickles	3	0	3	6
A2 FC CALIENTE	9	9	3	21
A3 FC KAFTERO	3	3	9	15
A4 NICKNAMES	9	10	9	28

PLAYOFF SCHEDULE

