

Girls U8 Red-White

Current as of
12/18/2011, 2:33 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 13</u> | <u>FIELD 14</u> | <u>FIELD 15</u> |
|--------------|-----------------|-----------------|-----------------|
| 8:00 | A2 V A1 | B2 V B1 | |
| 8:35 | A3 V A4 | B3 V B4 | |
| 9:10 | A5 V A1 | B5 V B1 | A2 V A3 |
| 9:45 | A5 V A4 | B2 V B3 | B5 V B4 |
| 10:20 | A1 V A3 | B1 V B3 | A4 V A2 |
| 10:55 | A5 V A2 | B4 V B1 | B5 V B2 |
| 11:30 | A4 V A1 | | |
| 12:05 | A3 V A5 | B4 V B2 | B3 V B5 |

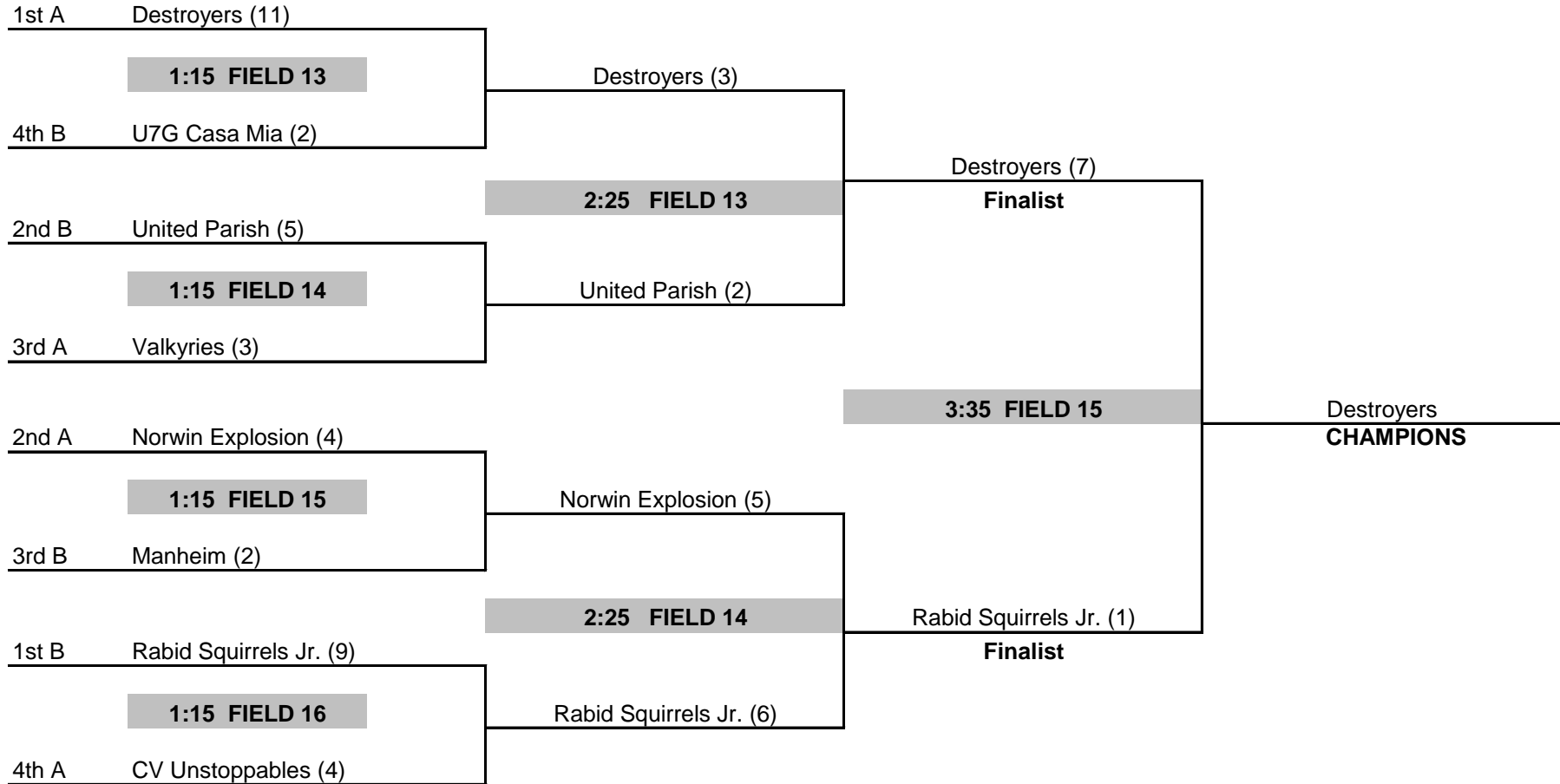
| <u>TEAMS</u> | <u>Points</u> | | | | |
|------------------------|---------------|---------------|---------------|---------------|--------------|
| | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | <u>Total</u> |
| A1 Norwin Xplosion | | | | | |
| A2 CV Unstoppables | | | | | |
| A3 Destroyers | | | | | |
| A4 Valkyries | | | | | |
| A5 Super Girls FC | | | | | |
| B1 Manheim | | | | | |
| B2 United Parish | | | | | |
| B3 U7G Casa Mia | | | | | |
| B4 Rabid Squirrels Jr. | | | | | |
| B5 Athletes for Christ | | | | | |

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

Girls U8 Red-White Playoffs



Girls U9 Red & Playoffs

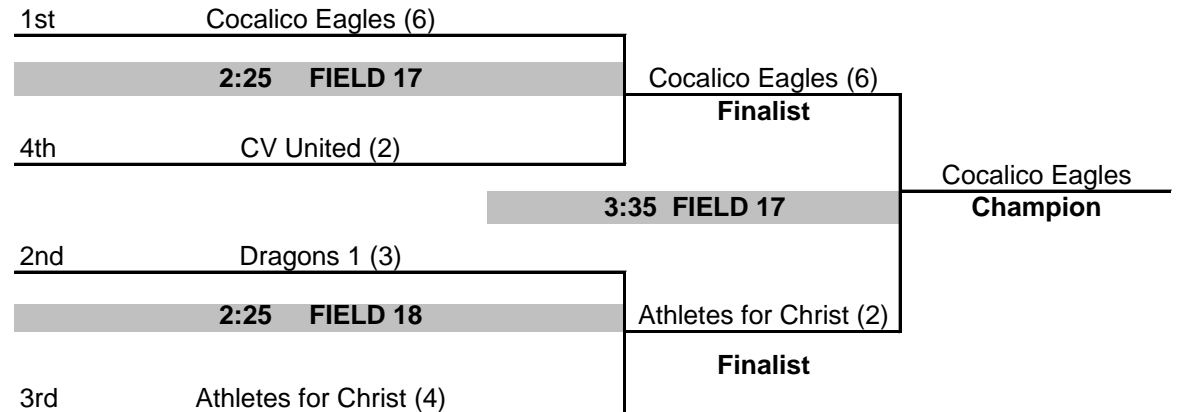
ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 17</u> | <u>FIELD 18</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 |

| | | Points | | | | |
|-------|---------------------|--------|--------|--------|--------|-------|
| TEAMS | | Game 1 | Game 2 | Game 3 | Game 4 | Total |
| A1 | Cocalico Eagles | | | | | |
| A2 | Dragons 1 | | | | | |
| A3 | CV United | | | | | |
| A4 | Dragons 2 | | | | | |
| A5 | Athletes for Christ | | | | | |

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:

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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

Girls U9 White & Playoffs

Current as of
12/18/2011, 2:33 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 11</u> | <u>FIELD 12</u> |
|--------------|-----------------|-----------------|
| 8:00 | | |
| 8:35 | | |
| 9:10 | | |
| 9:45 | A1 V A2 | A3 V A4 |
| 10:20 | | |
| 10:55 | A2 V A3 | A1 V A4 |
| 11:30 | | |
| 12:05 | A1 V A3 | A2 V A4 |

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 LMSC Hurricanes | | | | |
| A2 CV United 1 | | | | |
| A3 Yellow Jackets | | | | |
| A4 HSC Revolution | | | | |

PLAYOFF SCHEDULE

| | | | |
|------------------------------|----------------------|----------------------|-----------------------------------|
| 1st Seed LMSC Hurricanes (3) | | | |
| | 1:50 FIELD 13 | HSC Revolution (4) | |
| | | Finalist | |
| 4th Seed HSC Revolution (4) | | | |
| | | 3:00 FIELD 13 | HSC Revolution Champion |
| 3rd Seed Yellow Jackets (5) | | | |
| | 1:50 FIELD 14 | CV United 1 (3) | |
| | | Finalist | |
| 2nd Seed CV United 1 (6) | | | |

Girls U10 Red & Playoffs

Current as of
12/18/2011, 2:33 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 11</u> | <u>FIELD 12</u> |
|--------------|-----------------|-----------------|
| 8:00 | A1 V A2 | B1 V B2 |
| 8:35 | | |
| 9:10 | A2 V A3 | B2 V B3 |
| 9:45 | | |
| 10:20 | A1 V A3 | B1 V B3 |
| 10:55 | | |
| 11:30 | A1 V B1 | A3 V B3 |
| 12:05 | | |
| 12:40 | | A2 V B2 |

TOP TWO TEAMS IN EACH BRACKET 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>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 | WVSC'00'Girls | | | | |
| A2 | Manor Bolts | | | | |
| A3 | LSC Blue | | | | |
| B1 | CV Roadrunners | | | | |
| B2 | Chili Peppers | | | | |
| B3 | Athletes for Christ | | | | |

PLAYOFF SCHEDULE

1ST A WVSC '00 Girls (4)

1:50 F FIELD 11 WVSC '00 Girls (6)
Finalist

2ND B Chili Peppers (0)

3:00 FIELD 11

1ST B CV Road Runners (3)

1:50 F FIELD 12 LSC Blue (1)
Finalist

2ND A LSC Blue (4)

WVSC '00 Girls
Champion

Girls U10 White

Current as of
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ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 8</u> | <u>FIELD 9</u> | <u>FIELD 10</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

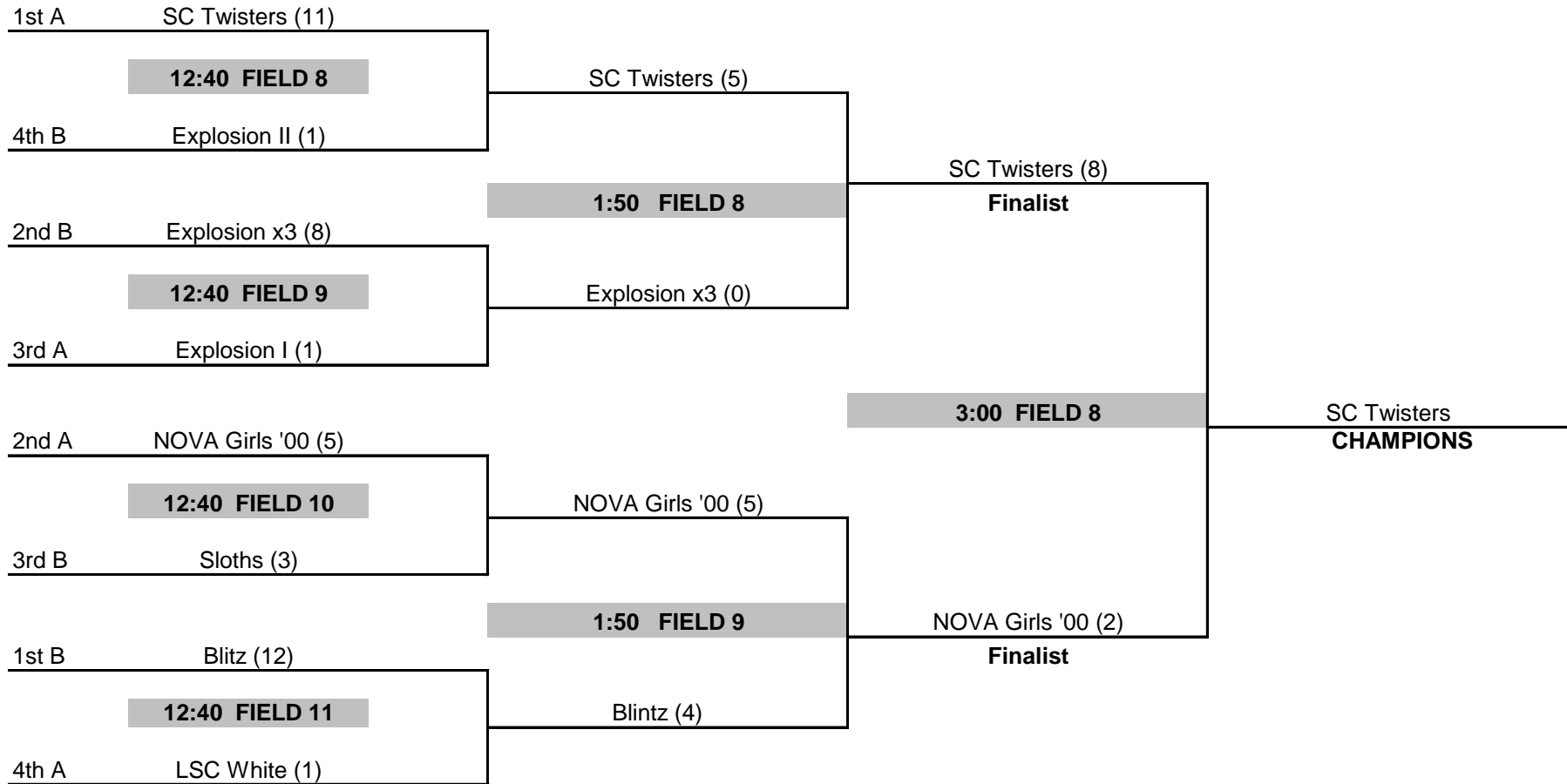
| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
|------------------|---------------|---------------|---------------|--------------|
| A1 SC Twisters | | | | |
| A2 Nova Girls 00 | | | | |
| A3 Explosion I | | | | |
| A4 LSC White | | | | |
| B1 Explosion x3 | | | | |
| B2 Explosion II | | | | |
| B3 Blitz | | | | |
| B4 The Sloths | | | | |

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 U10 White Playoff



Girls U11 Red & Playoffs

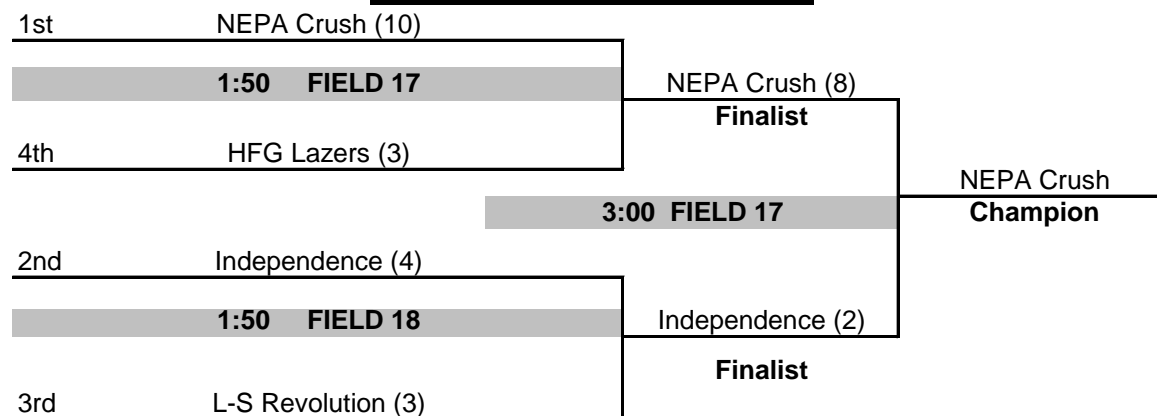
ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 17</u> | <u>FIELD 18</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 | | | | |
|-------|------------------|--------|--------|--------|--------|-------|
| | | Game 1 | Game 2 | Game 3 | Game 4 | Total |
| A1 | The Independence | | | | | |
| A2 | Young Guns | | | | | |
| A3 | NEPA Crush | | | | | |
| A4 | L-S Revolution | | | | | |
| A5 | HFG Lazars | | | | | |

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:

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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

Girls U11 White

Current as of
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ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 4</u> | <u>FIELD 5</u> | <u>FIELD 6</u> |
|--------------|----------------|----------------|----------------|
| 8:00 | | | |
| 8:35 | A1 V A2 | B1 V B2 | B3 V B4 |
| 9:10 | | | |
| 9:45 | B2 V B4 | A2 V A4 | A1 V A3 |
| 10:20 | | | |
| 10:55 | B1 V B3 | A1 V A4 | A2 V A3 |
| 11:30 | | | |
| 12:05 | B2 V B3 | A3 V A4 | B1 V B4 |
| 12:40 | | | |

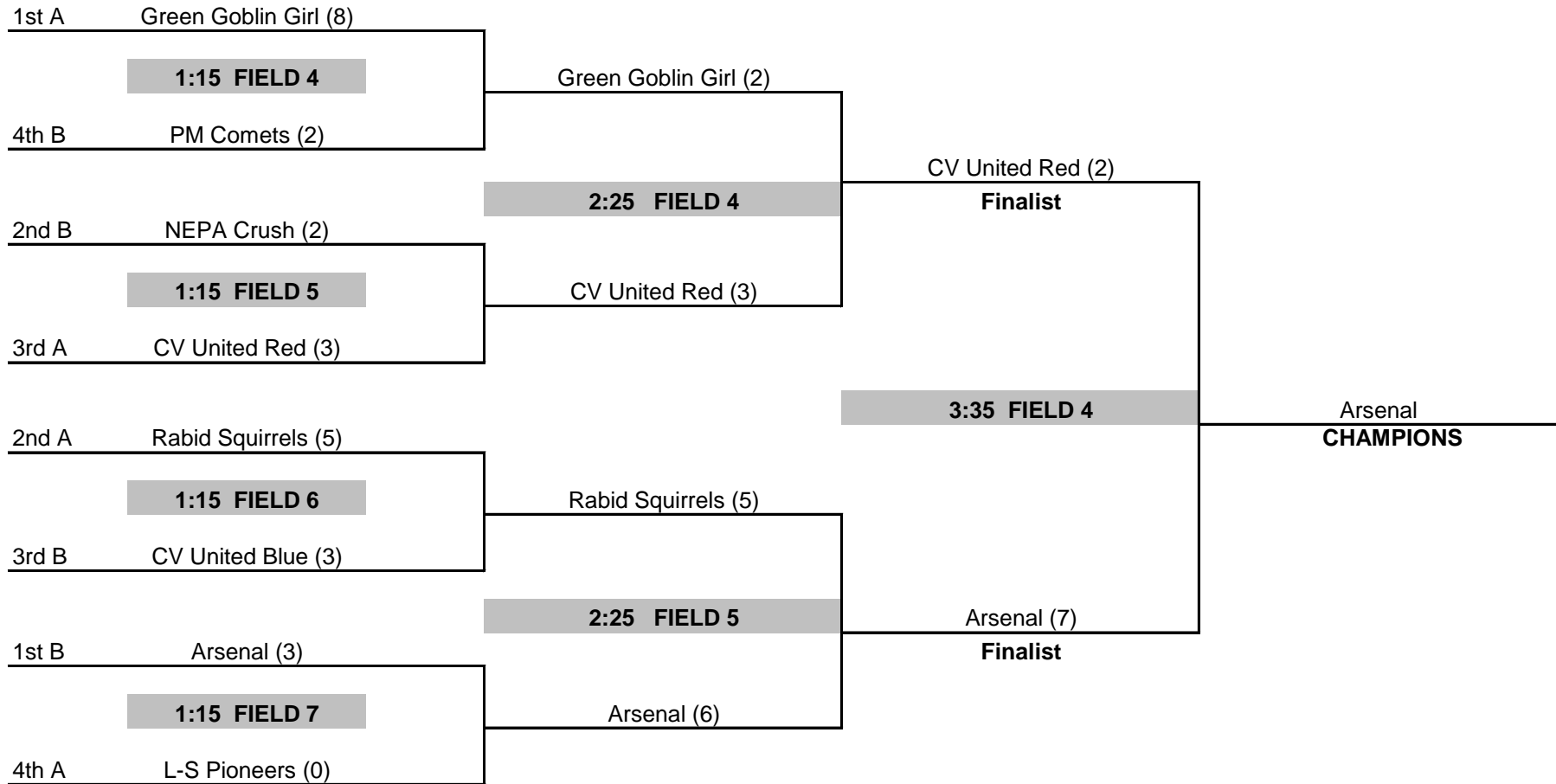
| | | Points | | | |
|--------------|-----------------|---------------|---------------|---------------|--------------|
| <u>TEAMS</u> | | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 | GreenGoblinGirl | | | | |
| A2 | L-S Pioneers | | | | |
| A3 | CV United Red | | | | |
| A4 | Rabid Squirrels | | | | |
| B1 | NEPA Crush | | | | |
| B2 | PM Comets | | | | |
| B3 | Arsenal | | | | |
| B4 | CV United Blue | | | | |

TEAMS WILL BE SEEDED FOR PLAYOFFS

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

Girls U11 White Playoffs



Girls U12 Red & Playoffs

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 5</u> | <u>FIELD 6</u> | <u>FIELD 7</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 |

Points

| TEAMS | Game 1 | Game 2 | Game 3 | Game 4 | Total |
|-------------------|--------|--------|--------|--------|-------|
| A1 Penn Manor | | | | | |
| A2 CVYSC Pumas | | | | | |
| A3 LS United A | | | | | |
| A4 Young Guns | | | | | |
| A5 CV Thundercats | | | | | |
| A6 Lititz Pickles | | | | | |
| A7 LS United B | | | | | |

TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

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5. Coin Flip

1st Lititz Pickles (7)

1:50 Field 5

4th LS United B (2)

CV Thundercats (2)

Finalist

3:00 FIELD 5

2nd CV Thundercats (4)

1:50 Field 6

3rd CVYSC Pumas (3)

Lititz Pickles (3)

Finalist

Lititz Pickles

Champion

Girls U12 White

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ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 1</u> | <u>FIELD 2</u> | <u>FIELD 3</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

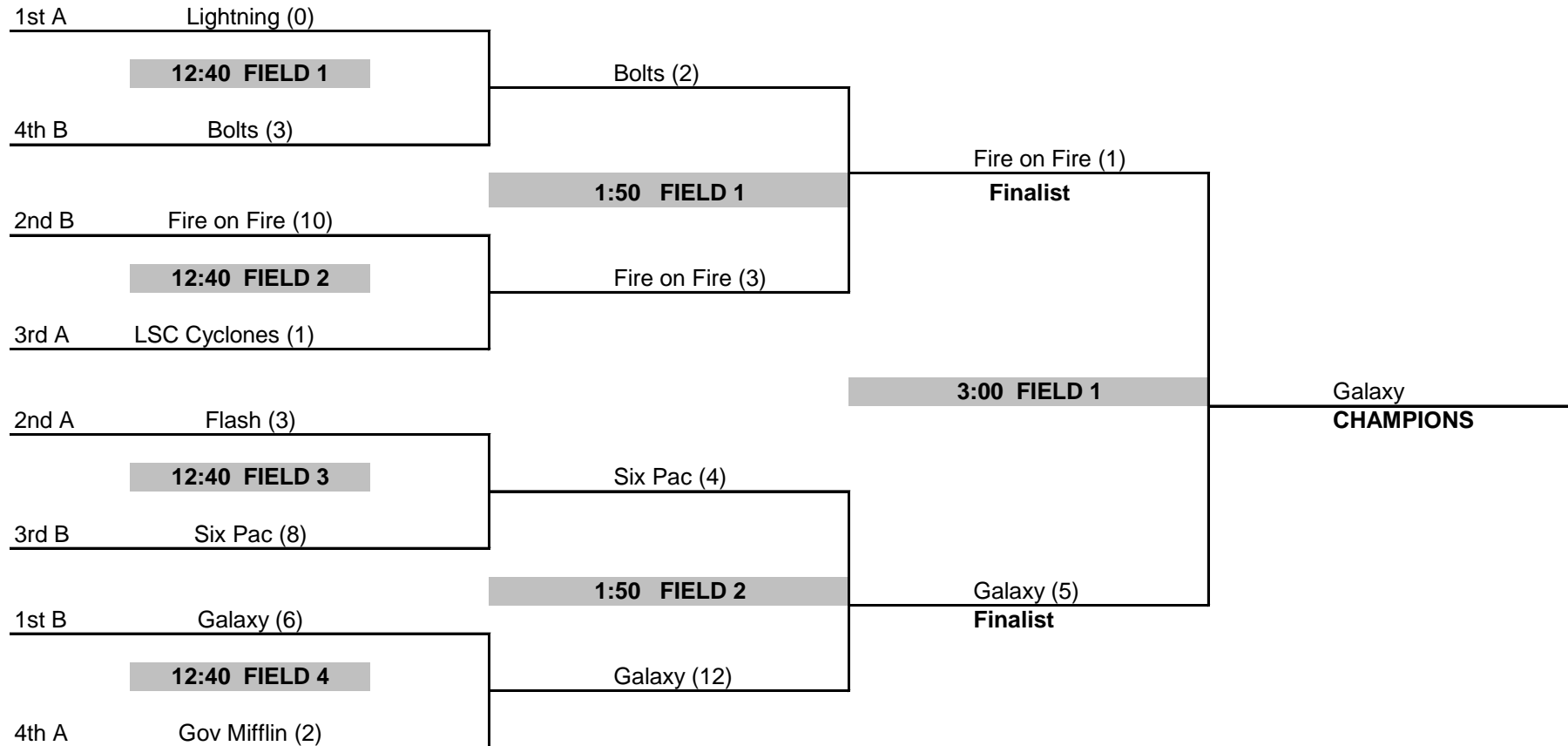
| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
|-----------------|---------------|---------------|---------------|--------------|
| A1 Lightning | | | | |
| A2 Gov Mifflin | | | | |
| A3 Flash | | | | |
| A4 LSC Cyclones | | | | |
| B1 Five on Fire | | | | |
| B2 Bolts | | | | |
| B3 Six PAC | | | | |
| B4 Galaxy | | | | |

TEAMS WILL BE SEEDED FOR PLAYOFFS

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5. Coin Flip

Girls U12 White Playoffs



Girls U13 Red & Playoffs

Current as of
12/18/2011, 2:33 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 7</u> | <u>FIELD 16</u> |
|--------------|----------------|-----------------|
| 8:00 | | |
| 8:35 | A1 V A2 | B1 V B2 |
| 9:10 | | |
| 9:45 | A2 V A3 | B2 V B3 |
| 10:20 | | |
| 10:55 | A1 V A3 | B1 V B3 |
| 11:30 | | A2 V B2 |
| 12:05 | A1 V B1 | A3 V B3 |
| 12:40 | | |

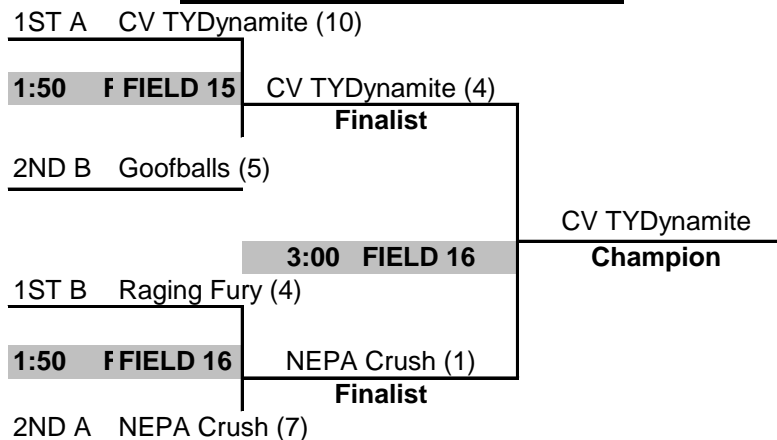
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

All division standings (and playoff seeding) shall be determined by the following point system:
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5. Coin Flip

| <u>TEAMS</u> | <u>Points</u> | | | |
|------------------|---------------|---------------|---------------|--------------|
| | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 CV TYDynamite | | | | |
| A2 Nitro | | | | |
| A3 NEPA Crush | | | | |
| B1 Raging Fury | | | | |
| B2 CV Crush | | | | |
| B3 Goofballs | | | | |

PLAYOFF SCHEDULE



Girls U13 White & Playoffs

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

| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | <u>Total</u> |
|--------------------|---------------|---------------|---------------|---------------|--------------|
| A1 5 Birds & A Sky | | | | | |
| A2 Fire Five | | | | | |
| A3 LanChest United | | | | | |
| A4 Spirit-Red | | | | | |
| A5 SWAT | | | | | |
| A6 FC Gunners | | | | | |
| A7 Spirit-White | | | | | |

TOP FOUR TEAMS WILL BE SEEDED FOR PLAYOFFS

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1st 5 Birds & A Sky (6)

2:25 Field 1

4th Fire Five (4)

2nd FC Gunners (0)

2:25 Field 2

3rd Swat (12)

5 Birds & A Sky (3)

Finalist

3:35 FIELD 2

Swat (8)

Finalist

Swat

Champion

Girls U14 Red & Playoffs

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 8</u> | <u>FIELD 9</u> | <u>FIELD 10</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 Cookie Monsters | | | | | |
| A2 LS Blues | | | | | |
| A3 FC Kandern | | | | | |
| A4 LS Lightning | | | | | |
| A5 Rage | | | | | |
| A6 Super Ninjas | | | | | |
| A7 We Kick Balls | | | | | |

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

1st Super Ninjas (2)

2:25 Field 8

4th We Kick Balls (1)

2nd LS Blues (4)

2:25 Field 9

3rd Rage (2)

Super Ninjas (4)

Finalist

3:35 FIELD 8

LS Blues (2)

Finalist

Super Ninjas
Champion

Girls U14 White & Playoffs

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 19</u> | <u>FIELD 20</u> | <u>FIELD 21</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 |

Points

| <u>TEAMS</u> | | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | <u>Total</u> |
|--------------|-------------------|---------------|---------------|---------------|---------------|--------------|
| A1 | Lititz | | | | | |
| A2 | PA Power | | | | | |
| A3 | Fury 1 | | | | | |
| A4 | Lanchester United | | | | | |
| A5 | Fury 2 | | | | | |
| A6 | The Five | | | | | |
| A7 | Township | | | | | |

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

1st PA Power (9)

1:50 Field 20

4th Fury 1 (2)

2nd The Five (6)

1:50 Field 21

3rd Lanchester United (1)

PA Power (12)

Finalist

3:00 FIELD 21

The Five (1)

Finalist

PA Power
Champion

Girls U15-U16 R-W & Playoffs

Current as of
12/18/2011, 2:33 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 19</u> | <u>FIELD 20</u> |
|--------------|-----------------|-----------------|
| 8:00 | | |
| 8:35 | A1 V A2 | B1 V B2 |
| 9:10 | | |
| 9:45 | A2 V A3 | B2 V B3 |
| 10:20 | | |
| 10:55 | A1 V A3 | B1 V B3 |
| 11:30 | | |
| 12:05 | A1 V B1 | A2 V B2 |
| 12:40 | | |
| 1:15 | | A3 V B3 |

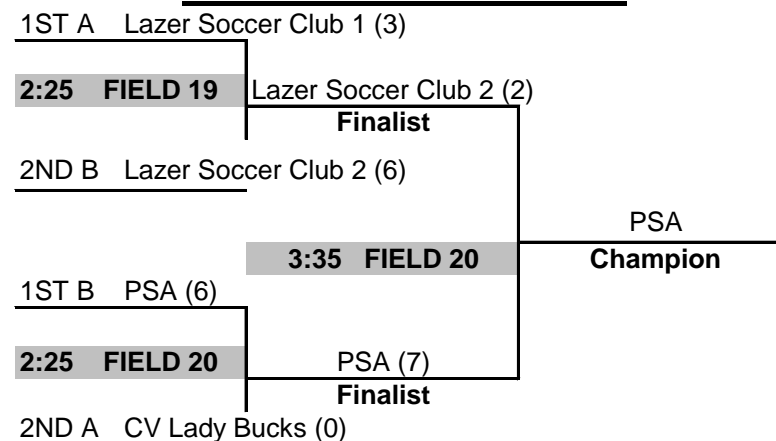
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 CV Lady Bucks | | | | |
| A2 Boro | | | | |
| A3 Lazer Soccer Club 1 | | | | |
| B1 PSA | | | | |
| B2 Lazer Soccer Club 2 | | | | |
| B3 DCS Soul | | | | |

PLAYOFF SCHEDULE



U6 Rec New

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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 | B1 V B2 |
| 9:10 | | |
| 9:45 | A2 V A3 | B2 V B3 |
| 10:20 | | |
| 10:55 | A1 V A3 | B1 V B3 |
| 11:30 | | |
| 12:05 | A1 V B1 | A2 V B2 |
| 12:40 | | |
| 1:15 | | A3 V B3 |

| | | Points | | | |
|-------|----------------|--------|--------|--------|-------|
| TEAMS | | Game 1 | Game 2 | Game 3 | Total |
| A1 | Carbon Kickers | | | | |
| A2 | RTSC Dragons | | | | |
| A3 | Gunners | | | | |
| B1 | RTSC Hotspur | | | | |
| B2 | The Bulldogs | | | | |
| B3 | Hellam Hustle | | | | |

TOP TWO TEAMS IN EACH BRACKET 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

Boys U8 Red

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 15</u> | <u>FIELD 16</u> |
|--------------|-----------------|-----------------|
| 8:00 | A1 V A2 | C3 V C4 |
| 8:35 | C1 V C2 | A3 V A4 |
| 9:10 | B1 V B2 | B3 V B4 |
| 9:45 | A1 V A3 | C1 V C3 |
| 10:20 | B1 V B3 | B2 V B4 |
| 10:55 | A2 V A4 | C2 V C4 |
| 11:30 | B2 V B3 | B1 V B4 |
| 12:05 | C1 V C4 | A1 V A4 |
| 12:40 | C2 V C3 | A2 V A3 |
| 1:15 | | |

| <u>TEAMS</u> | <u>Points</u> | | | |
|--------------------|---------------|---------------|---------------|--------------|
| | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 Bulldogs | | | | |
| A2 Panthers | | | | |
| A3 Green Machine | | | | |
| A4 CV Lions | | | | |
| B1 Akron Autobots | | | | |
| B2 CV Tigers | | | | |
| B3 United Parish 2 | | | | |
| B4 Baltimore Black | | | | |
| C1 United Parish 1 | | | | |
| C2 Boy Wonders | | | | |
| C3 CV Lightning | | | | |
| C4 Messi's Mates | | | | |

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 EIGHT TEAMS ADVANCE TO PLAYOFFS

Teams will be reseeded for playoffs based on total points of round robin.

Boys U8 Red Playoff

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12/18/2011, 2:32 PM



Boys U8 White & Playoffs

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 1</u> | <u>FIELD 2</u> |
|--------------|----------------|----------------|
| 8:00 | | |
| 8:35 | | |
| 9:10 | | |
| 9:45 | A1 V A2 | A3 V A4 |
| 10:20 | | |
| 10:55 | A2 V A3 | A1 V A4 |
| 11:30 | | |
| 12:05 | A1 V A3 | A2 V A4 |

ALL FOUR TEAMS MOVE ON TO PLAYOFFS

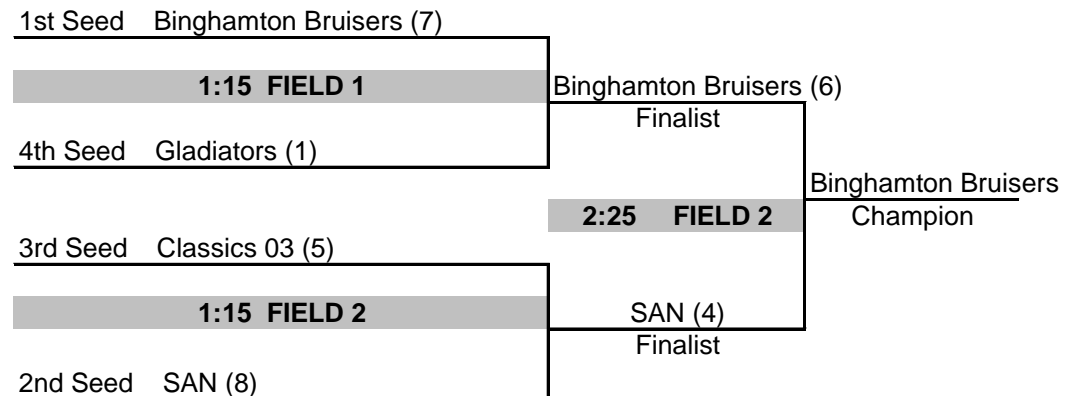
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points 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 Binghamton Bruisers | | | | |
| A2 SAN | | | | |
| A3 Gladiators | | | | |
| A4 Classics 03 | | | | |

PLAYOFF SCHEDULE



Boys U9 Red-White

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 17</u> | <u>FIELD 18</u> |
|--------------|-----------------|-----------------|
| 8:00 | A1 V A2 | C3 V C4 |
| 8:35 | C1 V C2 | A3 V A4 |
| 9:10 | B1 V B2 | B3 V B4 |
| 9:45 | A1 V A3 | C1 V C3 |
| 10:20 | B1 V B3 | B2 V B4 |
| 10:55 | A2 V A4 | C2 V C4 |
| 11:30 | B2 V B3 | B1 V B4 |
| 12:05 | C1 V C4 | A1 V A4 |
| 12:40 | C2 V C3 | A2 V A3 |
| 1:15 | | |

| <u>TEAMS</u> | <u>Points</u> | | | |
|-------------------|---------------|---------------|---------------|--------------|
| | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
| A1 BCU | | | | |
| A2 CV United | | | | |
| A3 HMMS United B | | | | |
| A4 Blitz | | | | |
| B1 Green Goblins | | | | |
| B2 The Joe's | | | | |
| B3 CV Bucks | | | | |
| B4 Wolves | | | | |
| C1 JTS Young Guns | | | | |
| C2 United | | | | |
| C3 Drogba Union | | | | |
| C4 Thunder | | | | |

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:

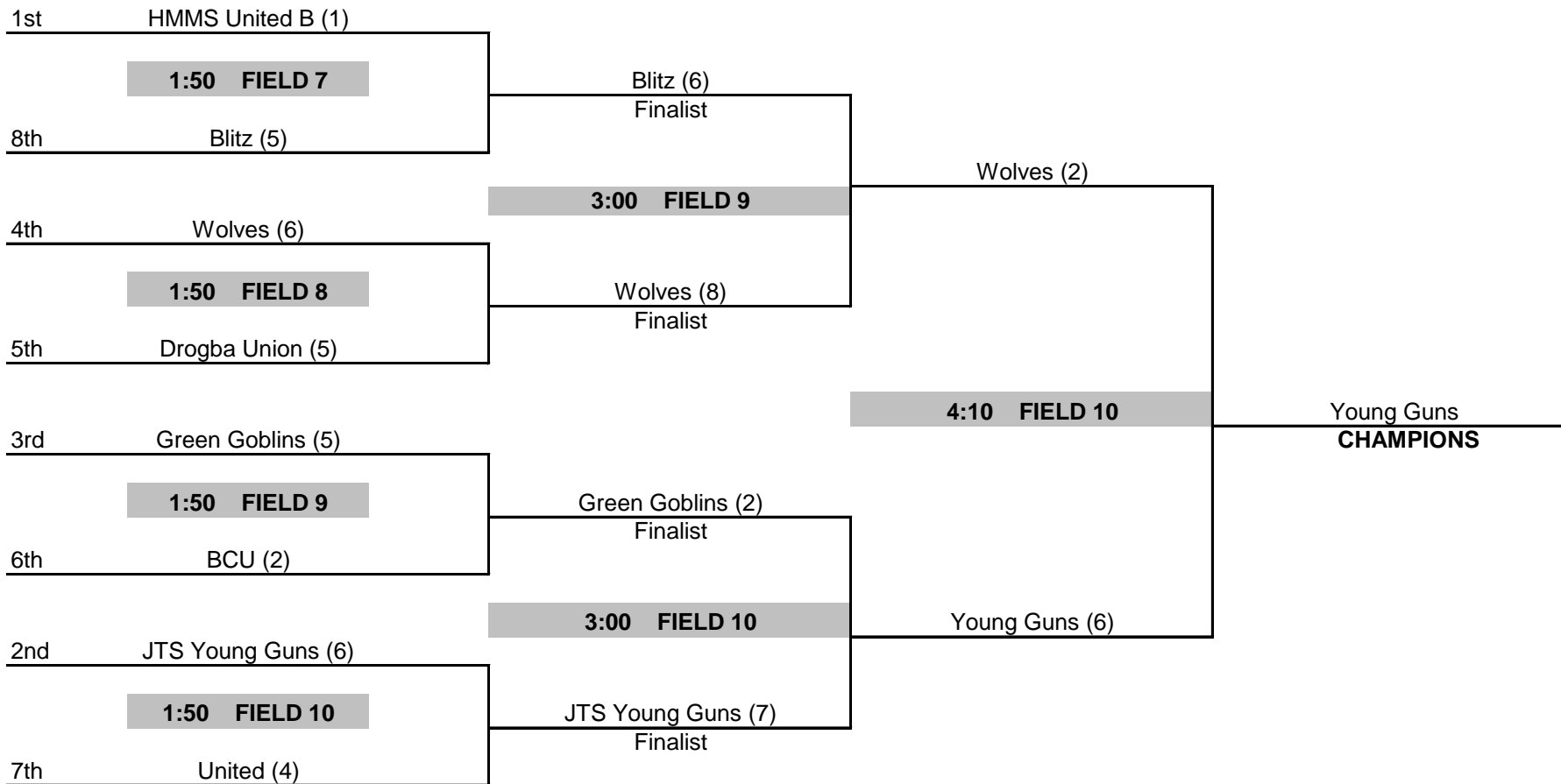
1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

TOP EIGHT TEAMS ADVANCE TO PLAYOFFS

Teams will be reseeded for playoffs based on total points of round robin.

Boys U9 Red-White Playoff

Current as of
12/18/2011, 2:32 PM



Boys U10 Red

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 11</u> | <u>FIELD 12</u> | <u>FIELD 13</u> |
|--------------|-----------------|-----------------|-----------------|
| 8:00 | | | |
| 8:35 | A1 V A2 | B1 V B2 | B3 V B4 |
| 9:10 | | | |
| 9:45 | B2 V B4 | A2 V A4 | A1 V A3 |
| 10:20 | | | |
| 10:55 | B1 V B3 | A1 V A4 | A2 V A3 |
| 11:30 | | | |
| 12:05 | B2 V B3 | A3 V A4 | B1 V B4 |
| 12:40 | | | |

Points

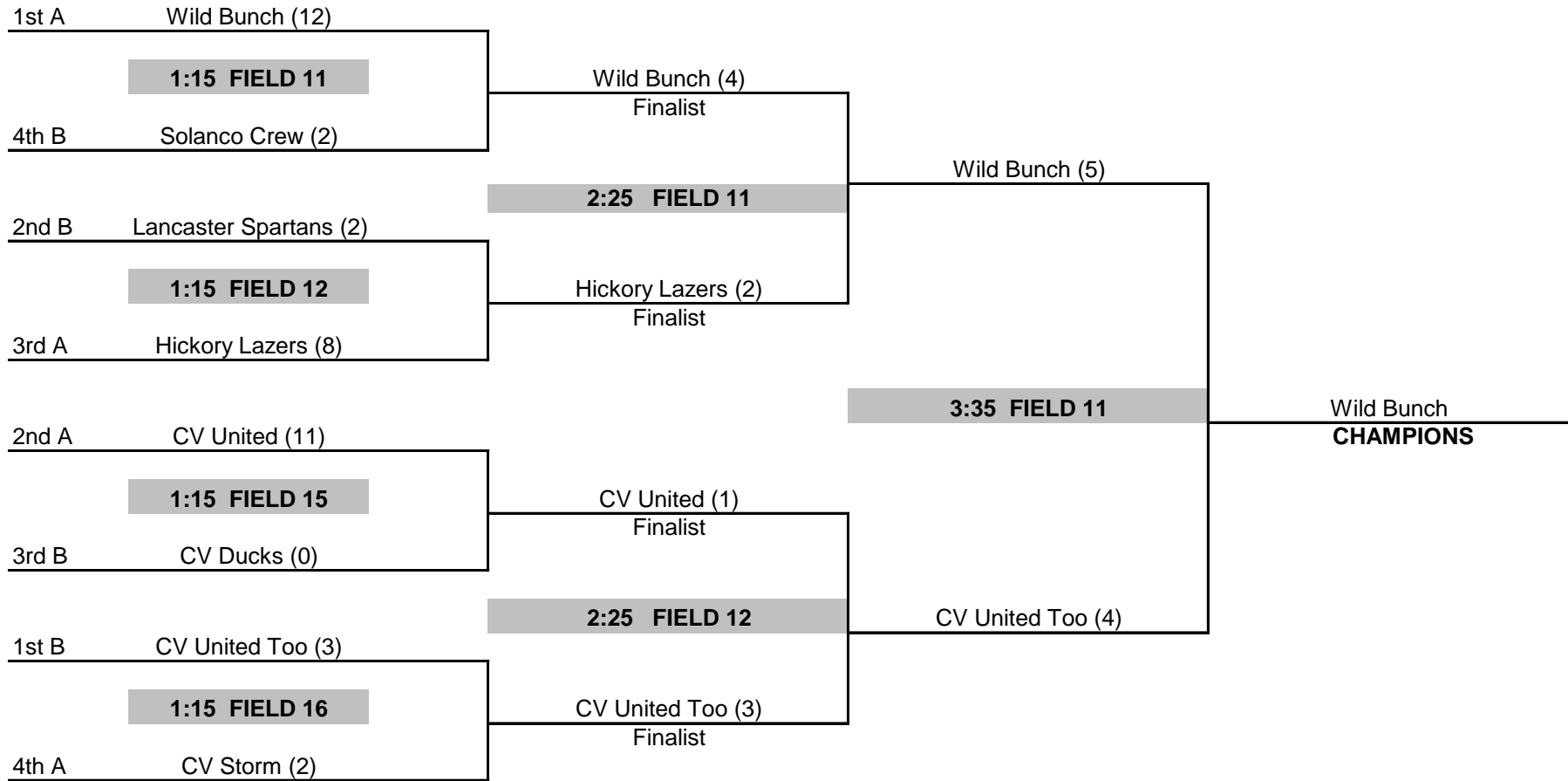
| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
|-----------------------|---------------|---------------|---------------|--------------|
| A1 CV United | | | | |
| A2 Wild Bunch | | | | |
| A3 Hickory Lazars | | | | |
| A4 CV Storm | | | | |
| B1 CV United Too | | | | |
| B2 Solanco Crew | | | | |
| B3 CV Ducks | | | | |
| B4 Lancaster Spartans | | | | |

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 U10 Red Playoff



Boys U10 White

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ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 11</u> | <u>FIELD 12</u> | <u>FIELD 13</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

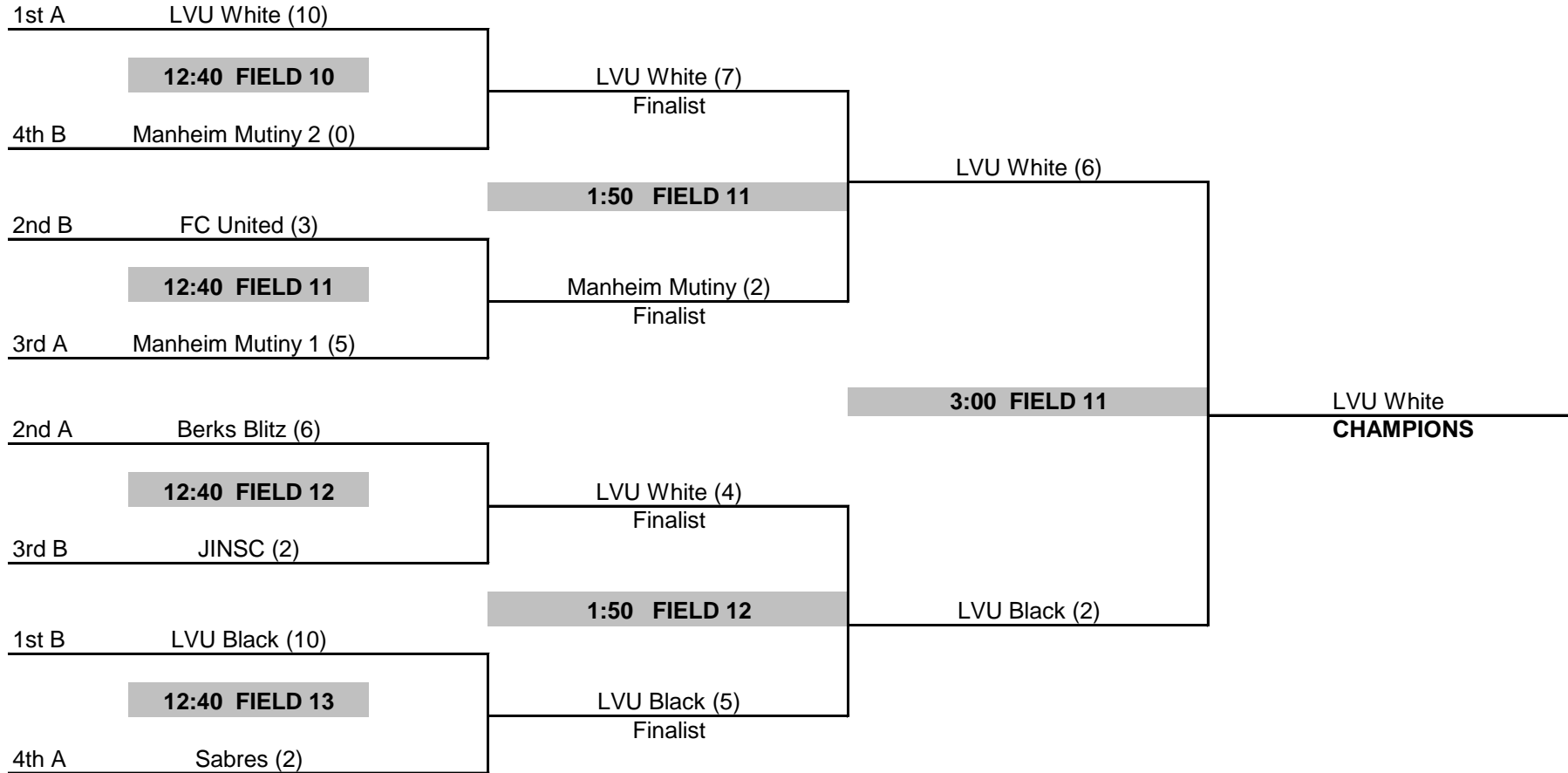
| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
|---------------------|---------------|---------------|---------------|--------------|
| A1 Sabres | | | | |
| A2 LVU White | | | | |
| A3 Berks Blitz | | | | |
| A4 Manheim Mutiny 1 | | | | |
| B1 FC United | | | | |
| B2 LVU Black | | | | |
| B3 Manheim Mutany 2 | | | | |
| B4 JINSC | | | | |

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 U10 White Playoff



Boys U11 Red & Playoffs

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 1</u> | <u>FIELD 2</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 Manheim Mutiny | | | | |
| A2 TEYSA 1999 A | | | | |
| A3 Donegal Thunder | | | | |
| A4 PAC99 | | | | |

PLAYOFF SCHEDULE

| | | | |
|------------------------------|----------------------|--------------------|----------|
| 1st Seed Manheim Mutiny (8) | | | |
| | 12:40 FIELD 1 | Manheim Mutiny (1) | |
| 4th Seed TEYSA 1999 A (1) | | Finalist | |
| | | | PAC 99 |
| | | | Champion |
| 3rd Seed Donegal Thunder (1) | | | |
| | 12:40 FIELD 2 | PAC 99 (5) | |
| 2nd Seed PAC 99 (12) | | Finalist | |

Boys U11 White & Playoffs

ROUND ROBIN PLAY

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

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 | Game 4 | |
| A1 | Lititz Redoubt | | | | | |
| A2 | FC Lehigh Black | | | | | |
| A3 | FC Lehigh Red | | | | | |
| A4 | Aftershock | | | | | |
| A5 | Lazer Soccer | | | | | |

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U12 Red

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

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

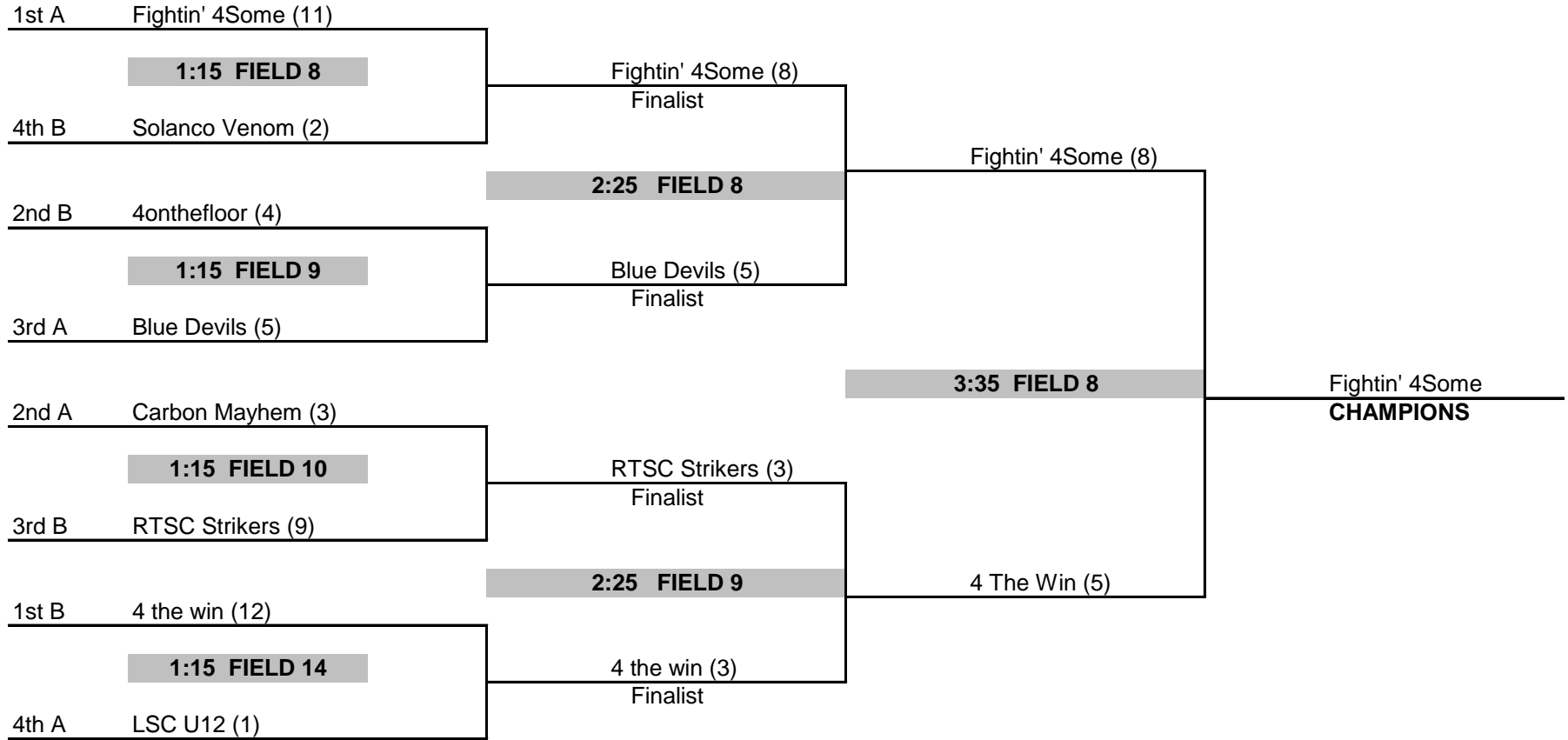
| <u>TEAMS</u> | <u>Points</u> | | | | |
|-------------------|---------------|---------------|---------------|---------------|--------------|
| | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Game 4</u> | <u>Total</u> |
| A1 Fightin' 4Some | | | | | |
| A2 Carbon Mayhem | | | | | |
| A3 CV Endurance | | | | | |
| A4 LSC U12 | | | | | |
| A5 Blue Devils | | | | | |
| B1 4onthefloor | | | | | |
| B2 4 The Win | | | | | |
| B3 RTSC Strikers | | | | | |
| B4 Solanco Venom | | | | | |
| B5 CV Strike | | | | | |

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 U12 Red Playoff



Boys U12 White

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 19</u> | <u>FIELD 20</u> | <u>FIELD 21</u> |
|--------------|-----------------|-----------------|-----------------|
| 8:00 | | | |
| 8:35 | A1 V A2 | B1 V B2 | B3 V B4 |
| 9:10 | | | |
| 9:45 | B2 V B4 | A2 V A4 | A1 V A3 |
| 10:20 | | | |
| 10:55 | B1 V B3 | A1 V A4 | A2 V A3 |
| 11:30 | | | |
| 12:05 | B2 V B3 | A3 V A4 | B1 V B4 |
| 12:40 | | | |

Points

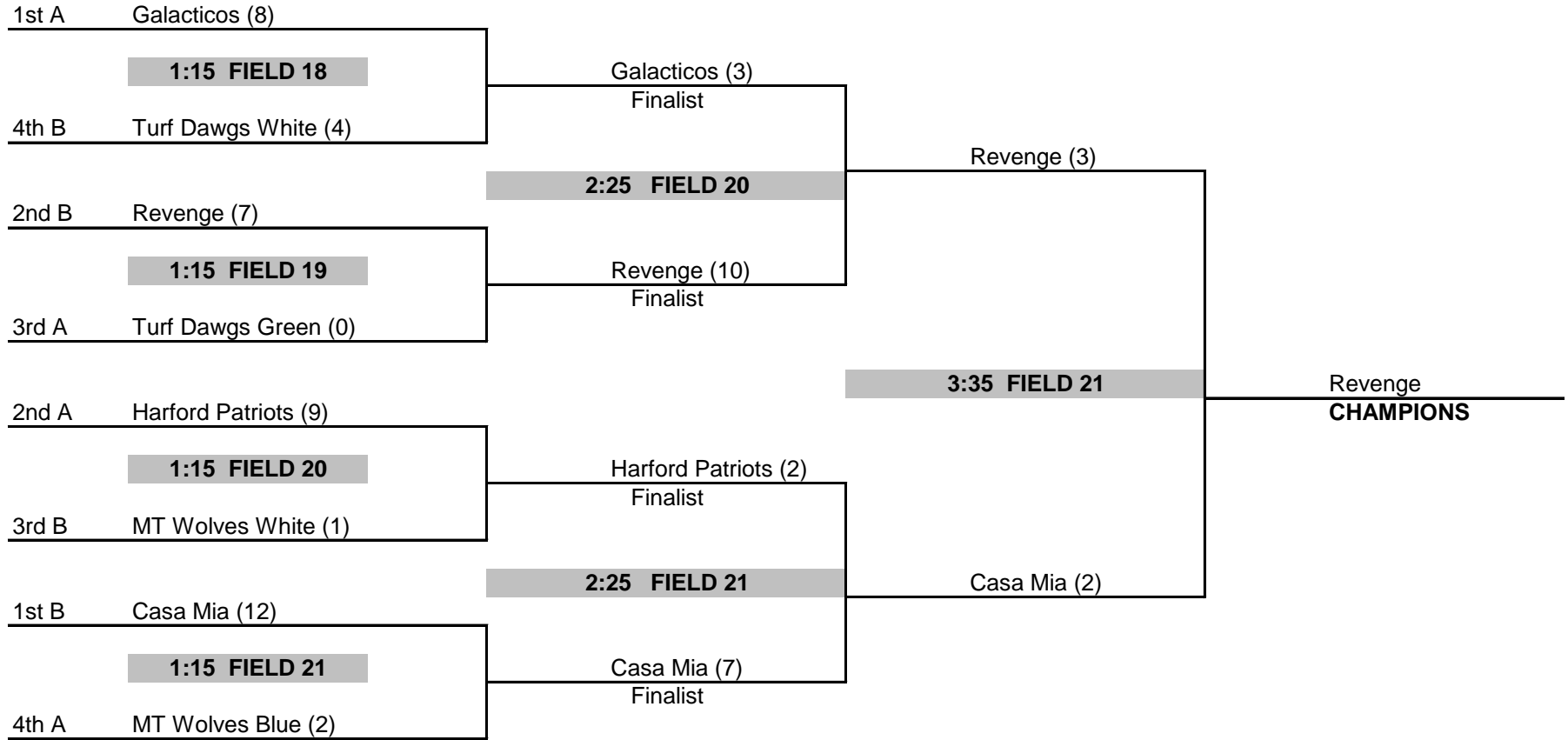
| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
|---------------------|---------------|---------------|---------------|--------------|
| A1 Galacticos | | | | |
| A2 MT Wolves Blue | | | | |
| A3 Turf Dawgs Green | | | | |
| A4 Harford Patriots | | | | |
| B1 Turf Dawgs White | | | | |
| B2 MT Wolves White | | | | |
| B3 Casa Mia | | | | |
| B4 Revenge | | | | |

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 White Playoff



Boys U13 Red-White & Playoffs

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 19</u> | <u>FIELD 20</u> | <u>FIELD 21</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 |

Points

| TEAMS | Game 1 | Game 2 | Game 3 | Game 4 | Total |
|--------------------|--------|--------|--------|--------|-------|
| A1 Rheems Dogpound | | | | | |
| A2 LM Magic | | | | | |
| A3 FC United 98 | | | | | |
| A4 Comets 97 | | | | | |
| A5 CV Comets | | | | | |
| A6 The Officials | | | | | |
| A7 Lampeter Storm | | | | | |

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

1st LM Magic (8)

1:50 Field 20

4th Lampeter Storm (3)

LM Magic (8)

Finalist

3:00 FIELD 21

2nd The Officials (12)

1:50 Field 21

3rd FC United 98 (5)

The Officials (2)

Finalist

LM Magic

Champion

Boys U14 Red-White & Playoffs

ROUND ROBIN PLAY

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

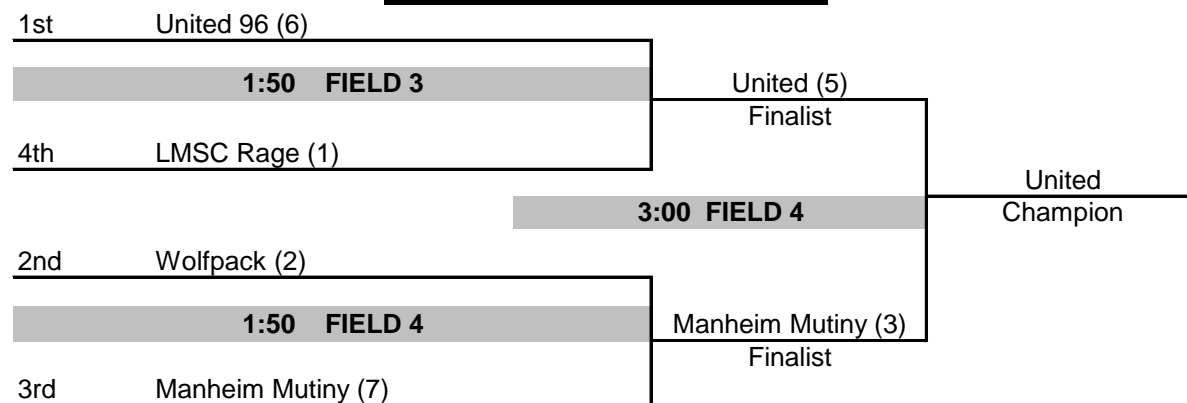
All division standings (and playoff seeding) shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points 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 | | | | |
|-------|-----------------|--------|--------|--------|--------|-------|
| | | Game 1 | Game 2 | Game 3 | Game 4 | Total |
| A1 | Fallston Flames | | | | | |
| A2 | Manheim Mutiny | | | | | |
| A3 | LMSC Rage | | | | | |
| A4 | Wolfpack | | | | | |
| A5 | United 96 | | | | | |

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U15-16 Red-White

Current as of
12/18/2011, 2:32 PM

ROUND ROBIN PLAY

| <u>TIMES</u> | <u>FIELD 5</u> | <u>FIELD 6</u> | <u>FIELD 7</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

| <u>TEAMS</u> | <u>Game 1</u> | <u>Game 2</u> | <u>Game 3</u> | <u>Total</u> |
|------------------|---------------|---------------|---------------|--------------|
| A1 Strikers | | | | |
| A2 The Underdogs | | | | |
| A3 CV Fire | | | | |
| A4 HMMS Eagle FC | | | | |
| B1 Lanco | | | | |
| B2 Lanc-Lanc FC | | | | |
| B3 FC Solanco | | | | |
| B4 CV United | | | | |

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 U15-16 R-W Playoff

