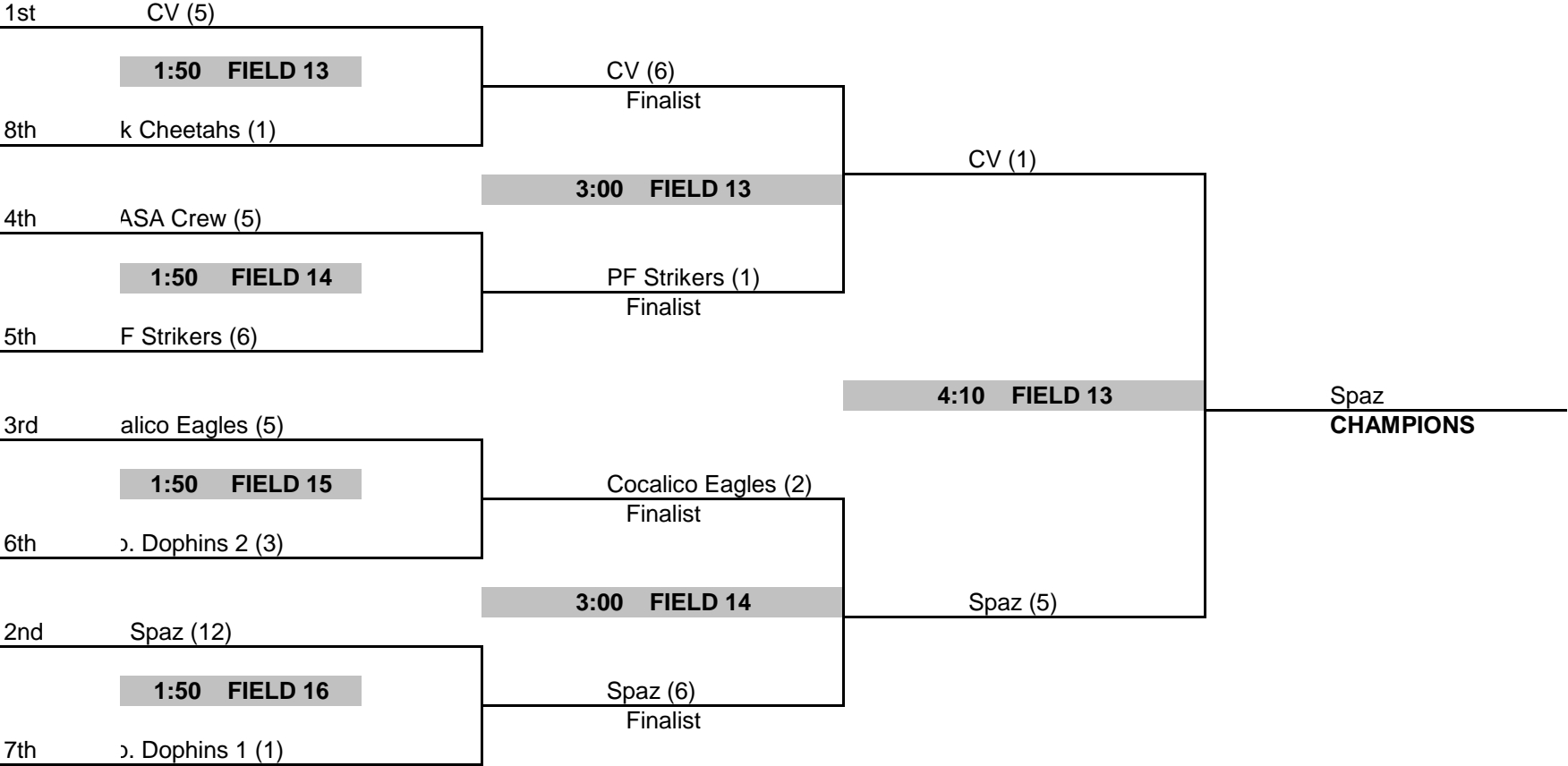


Girls U8 Red Playoffs

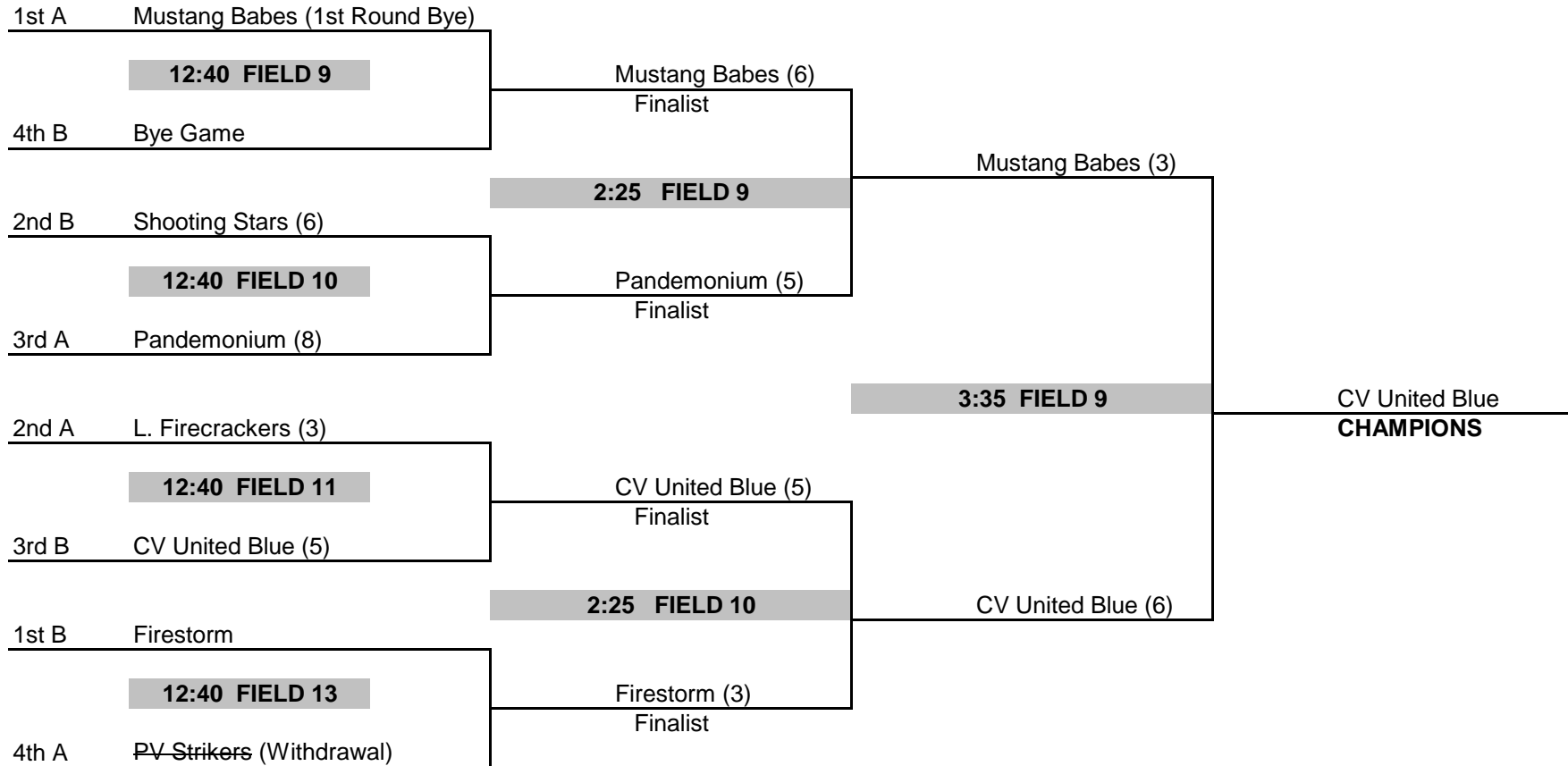
Current as of
6/3/2010, 9:19 AM



Girls U9 White Playoffs



Girls U10 Red 1 Playoffs



Girls U10 White & Playoffs

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 23</u>	<u>FIELD 24</u>	<u>FIELD 25</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

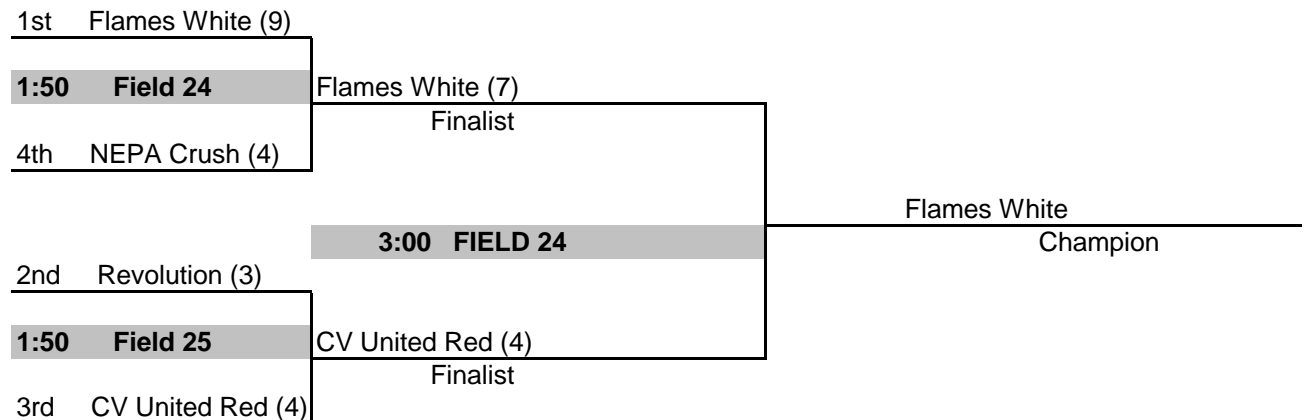
Points

<u>TEAMS</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Game 4</u>	<u>Total</u>
A1	NEPA Crush					
A2	Lazers					
A3	Revolution					
A4	WVSC Sharks					
A5	Stateline					
A6	Flames White					
A7	CV United Red					

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 Red & Playoffs

Current as of
6/3/2010, 9:19 AM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 12</u>	<u>FIELD 17</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	A2 V B2
12:05		
12:40	A3 V B3	

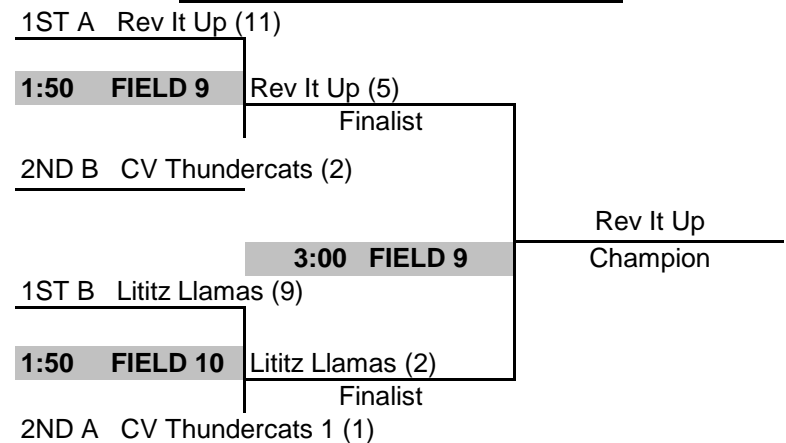
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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:

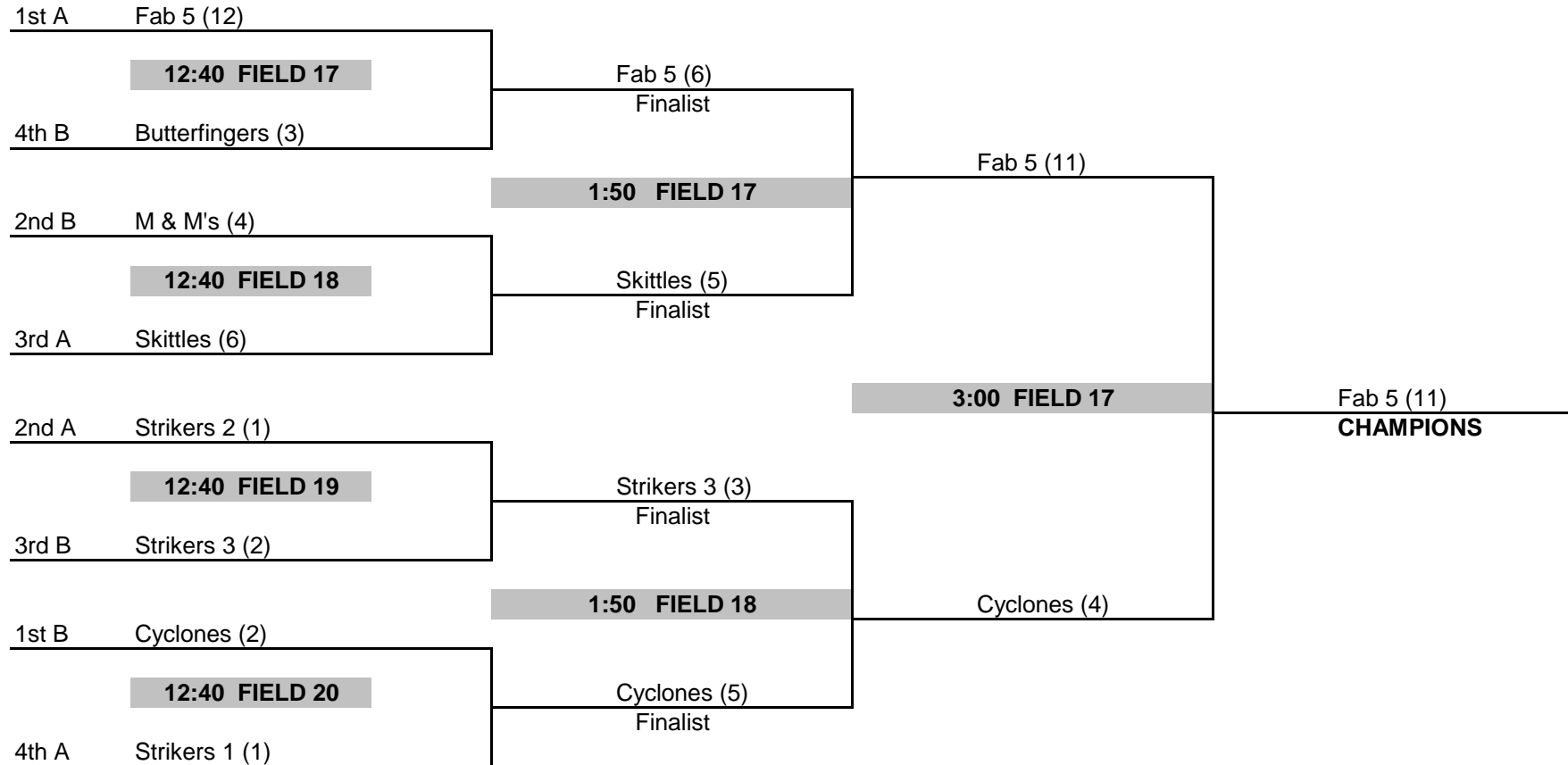
1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

<u>TEAMS</u>	<u>Points</u>			
	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Total</u>
A1 Rev It Up				
A2 CV Thundercats 1				
A3 DYS Shenanigans				
B1 Cyclones II				
B2 CV Thundercats 2				
B3 Lititz Llamas				

PLAYOFF SCHEDULE

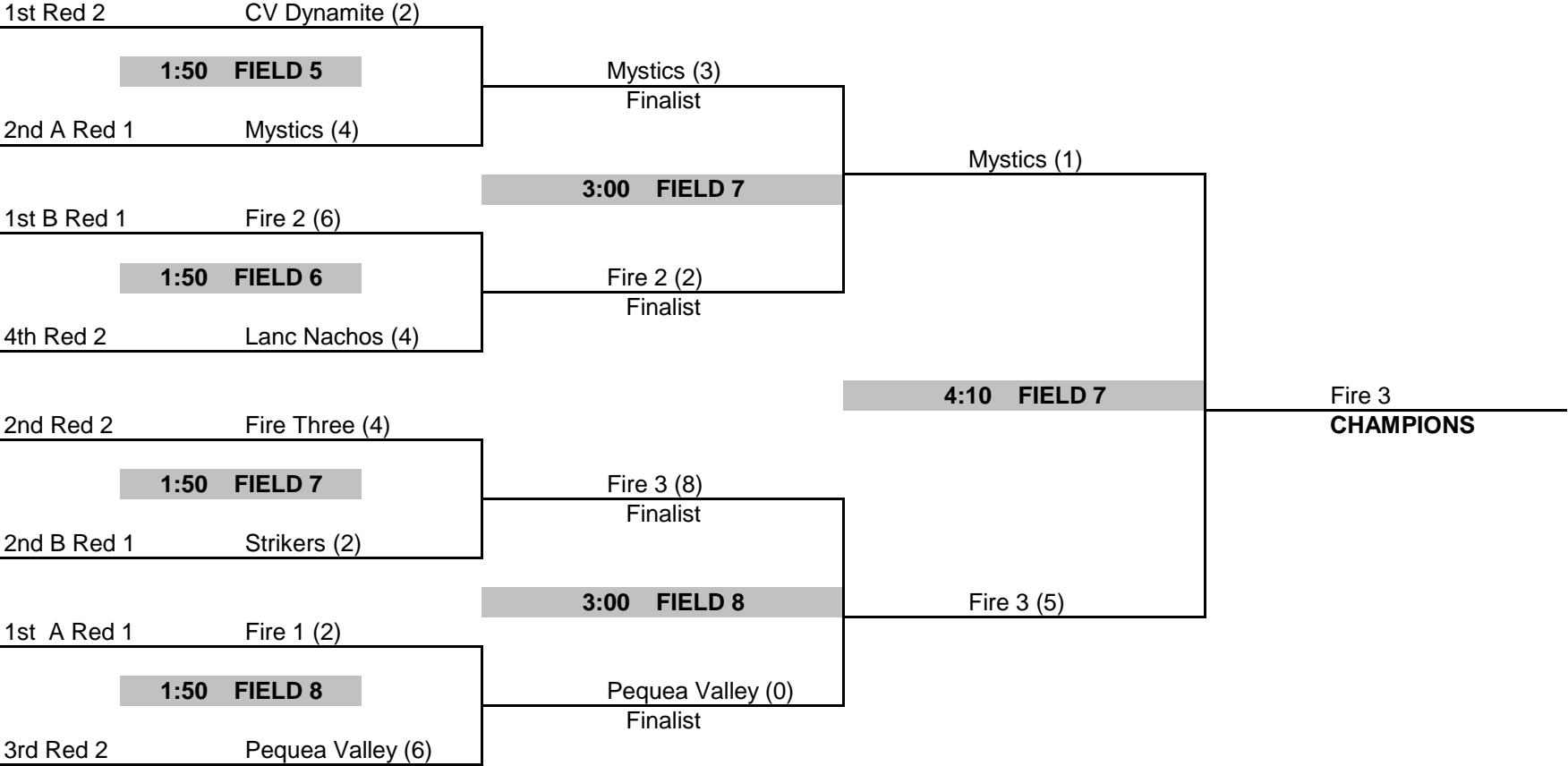


Girls U11 White Playoffs



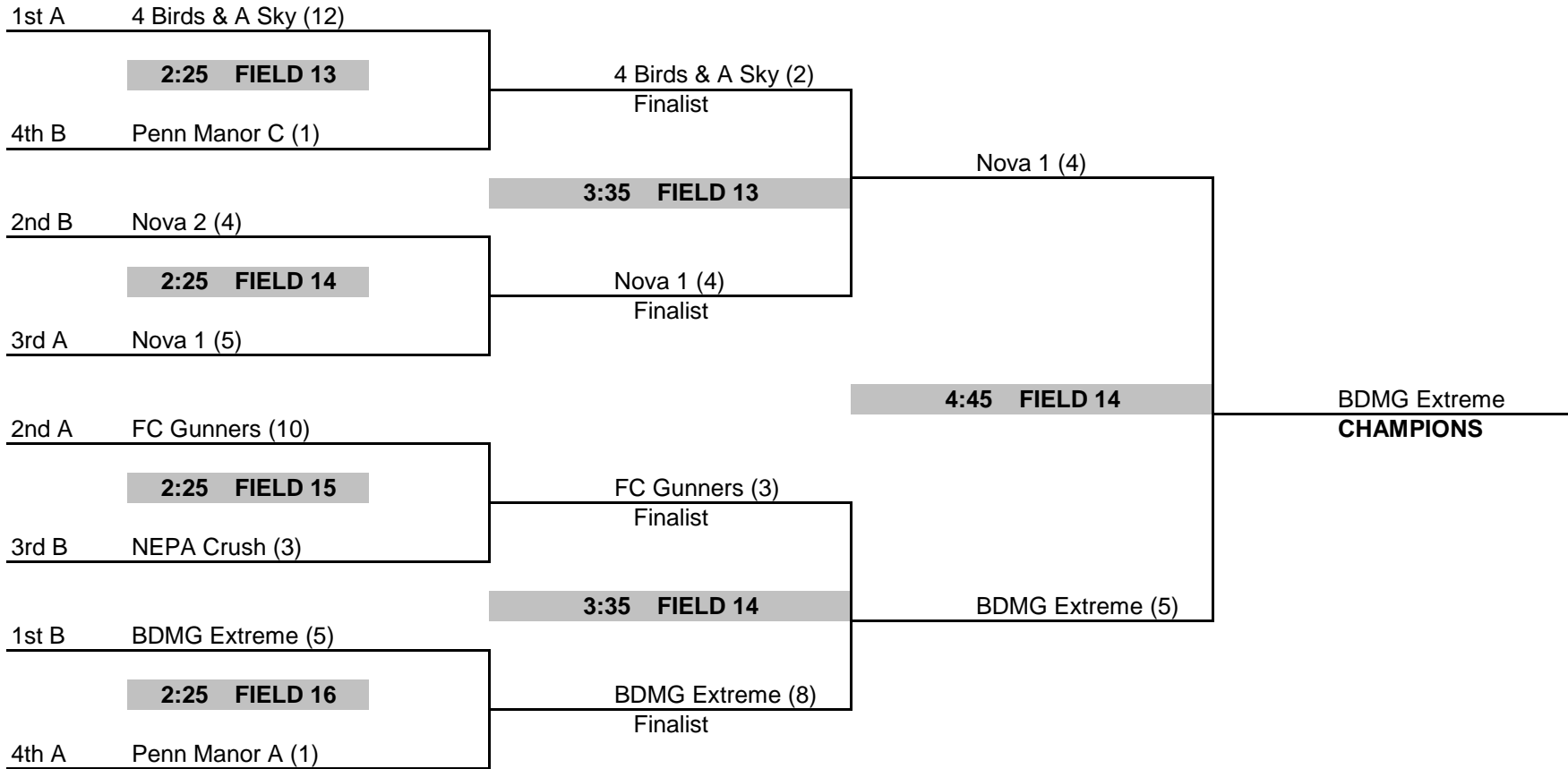
Girls U12 Red Playoff

Current as of
6/3/2010, 9:19 AM

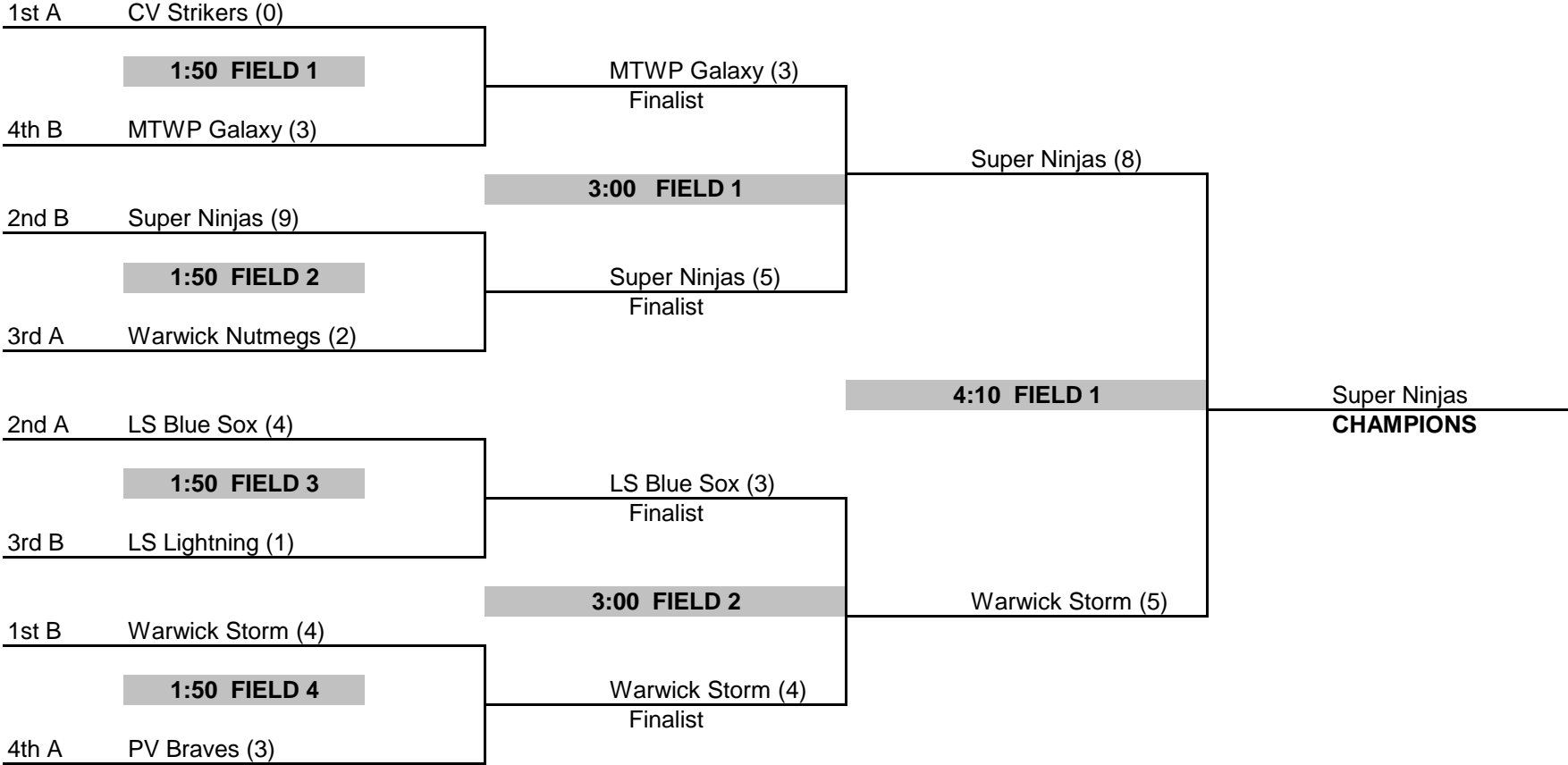


Girls U12 White Playoffs

Current as of
6/3/2010, 9:19 AM



Girls U13 Red Playoffs



Girls U13 White & Playoffs

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 23</u>	<u>FIELD 24</u>	<u>FIELD 25</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

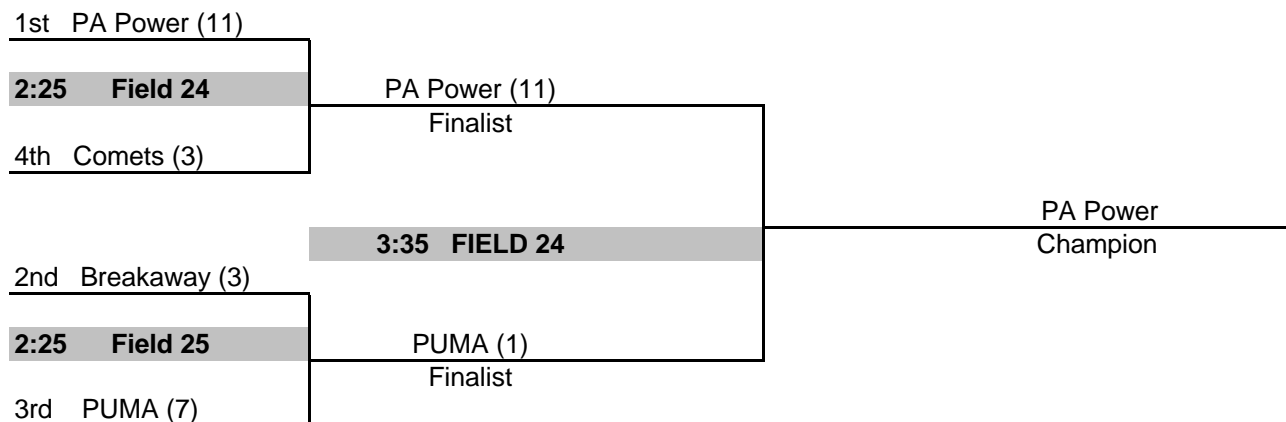
Points

TEAMS	Game 1	Game 2	Game 3	Game 4	Total
A1 Legacy Allstars					
A2 Breakaway					
A3 PA Power					
A4 Penn DOT					
A5 Hornets 1					
A6 PUMA					
A7 Comets					

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 U14 Red & Playoffs

Current as of
6/3/2010, 9:19 AM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 12</u>	<u>FIELD 17</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 HFG Lazers 1				
A2 Pandas				
A3 HFG Lazers 2				
A4 Krazy Kick Tac				

PLAYOFF SCHEDULE

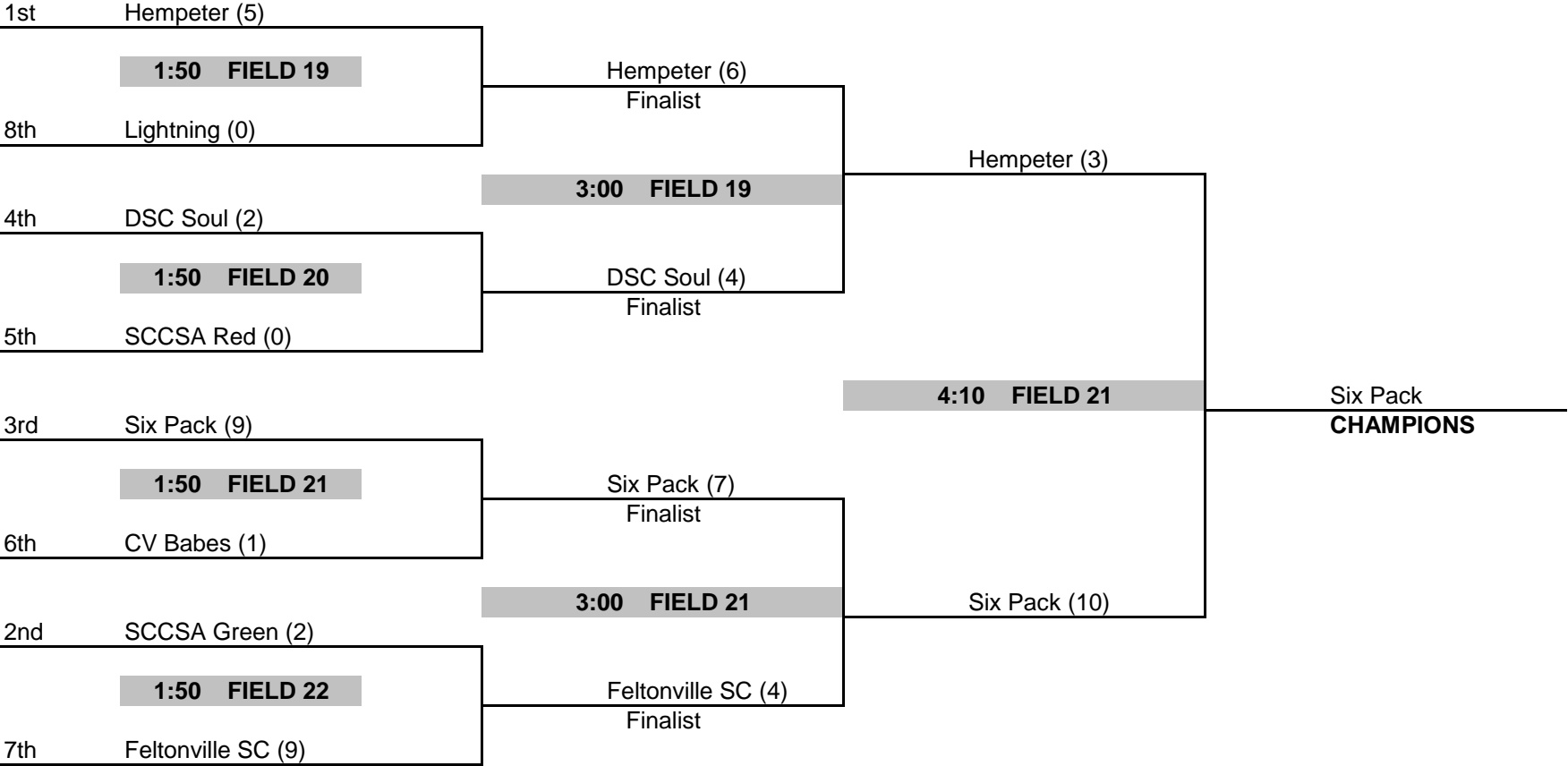
1st HFG Lazers 1 (4)			
	1:50 FIELD 11	HFG Lazers 1 (2)	
		Finalist	
4th Krazy Kick Tac (2)			HFG Lazers (2)
		3:00 FIELD 12	Champion
3rd Pandas (2)			
	1:50 FIELD 12	HFG Lazers 2 (3)	
		Finalist	
2nd HFG Lazers 2 (3)			

Girls U14 White Playoffs



Girls U15 Red Playoff

Current as of
6/3/2010, 9:19 AM



Girls U16 Red & Playoffs

Current as of
6/3/2010, 9:19 AM

ROUND ROBIN PLAY

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

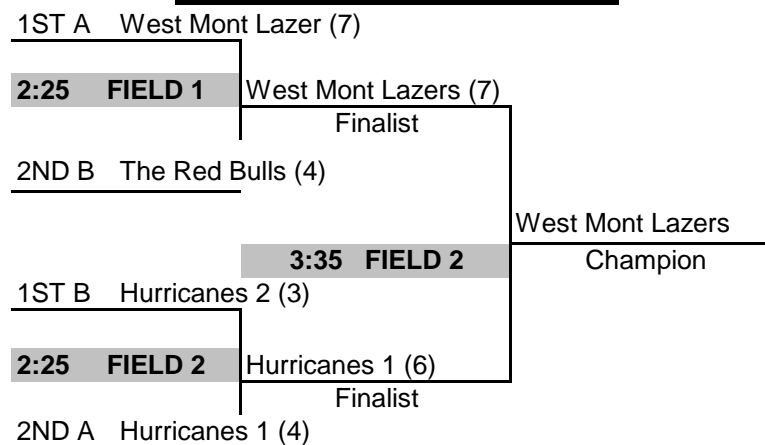
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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 Hurricanes 1				
A2 West Mont Lazer				
A3 Spartans				
B1 Hurricanes 2				
B2 The Red Bulls				
B3 SCCSA Gold				

PLAYOFF SCHEDULE



Girls U16 White & Playoffs

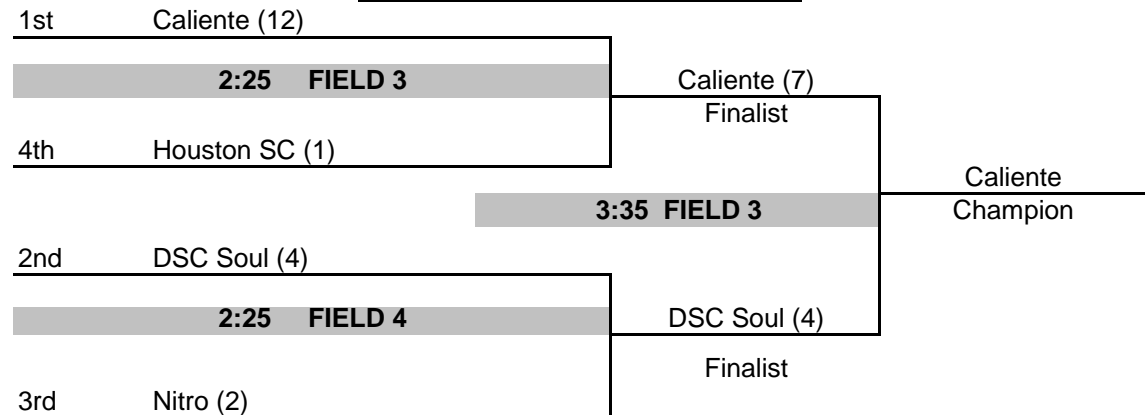
ROUND ROBIN PLAY

<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

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	Nitro					
A2	Houston SC					
A3	Caliente					
A4	Harford Attack					
A5	DSC Soul					

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

Boys U8 Red & Playoffs

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 13</u>	<u>FIELD 14</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

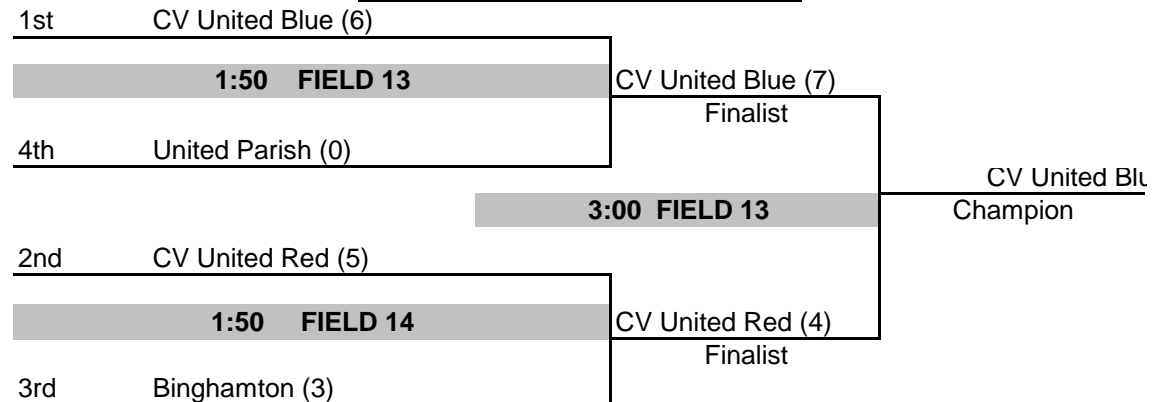
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1. Winner in head to head competition
2. Lowest total goals scored against
3. Most goals scored for(maximum of 5)
4. The difference between goals scored minus goals allowed(maximum of 5)
5. Coin Flip

		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	CV United Red					
A2	United Parish					
A3	Arsenal 2					
A4	CV United Blue					
A5	Binghamton					

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U8 White Playoffs



Boys U9 Red & Playoffs

Current as of
6/3/2010, 9:19 AM

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 15</u>	<u>FIELD 16</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	A2 V B2
12:05		
12:40	A3 V B3	

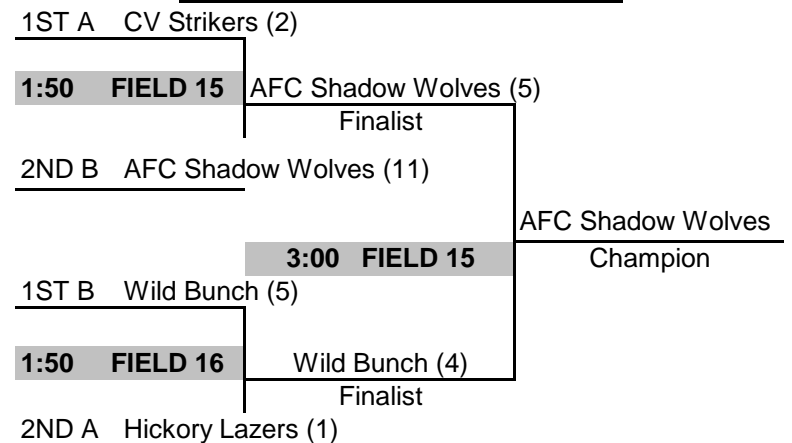
TOP TWO TEAMS IN EACH BRACKET MOVE ON TO PLAYOFFS

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

TEAMS	Points			
	Game 1	Game 2	Game 3	Total
A1 CV Strikers				
A2 Hickory Lazars				
A3 Pequea Valley				
B1 CV Thunder				
B2 AFC Shadow Wolves				
B3 The Reds				

PLAYOFF SCHEDULE



Boys U9 White & Playoffs

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 15</u>	<u>FIELD 16</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

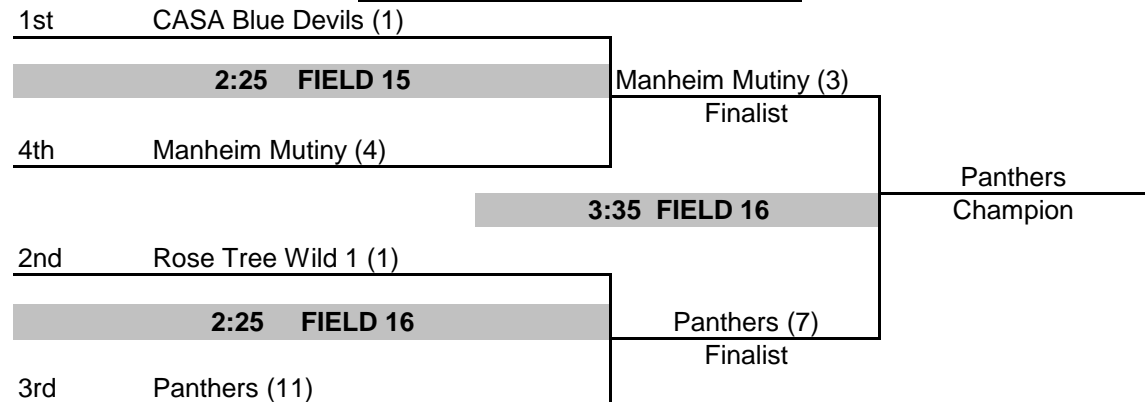
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4. The difference between goals scored minus goals allowed(maximum of 5)
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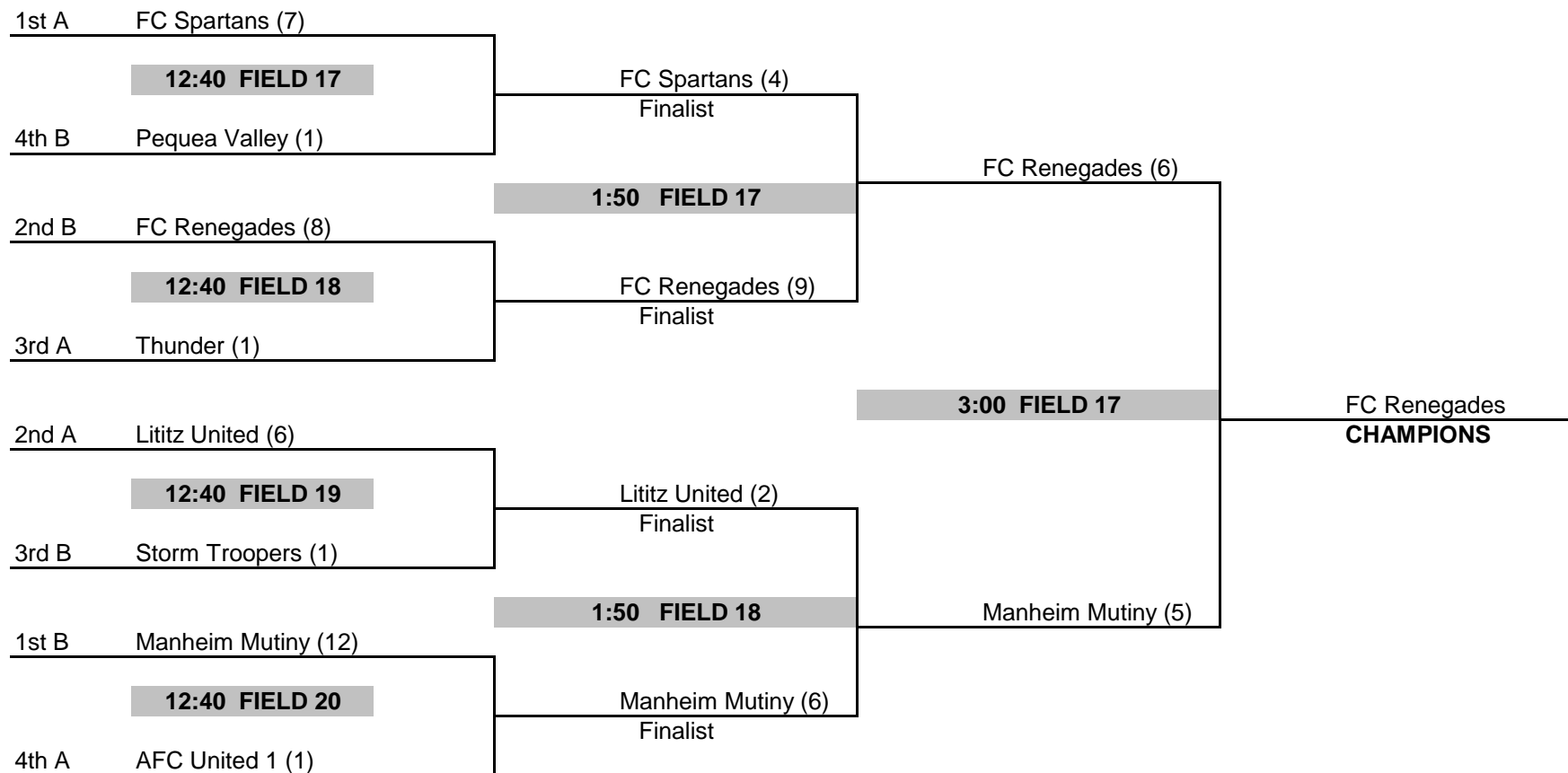
		Points				
		Game 1	Game 2	Game 3	Game 4	Total
A1	Rose Tree Wild 1					
A2	CASA Blue Devils					
A3	Panthers					
A4	Rose Tree Wild 2					
A5	Manheim Mutiny					

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

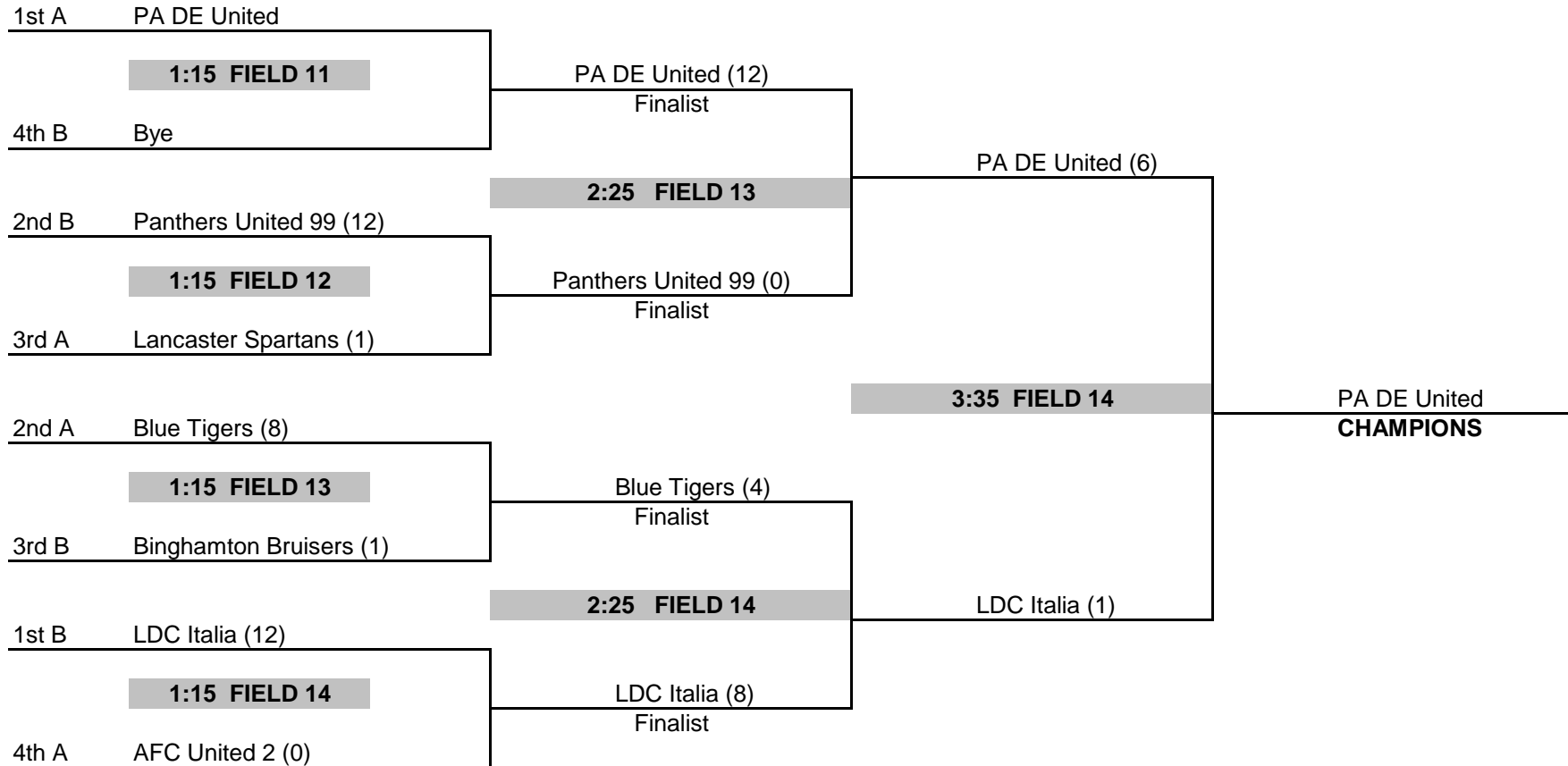
PLAYOFF SCHEDULE



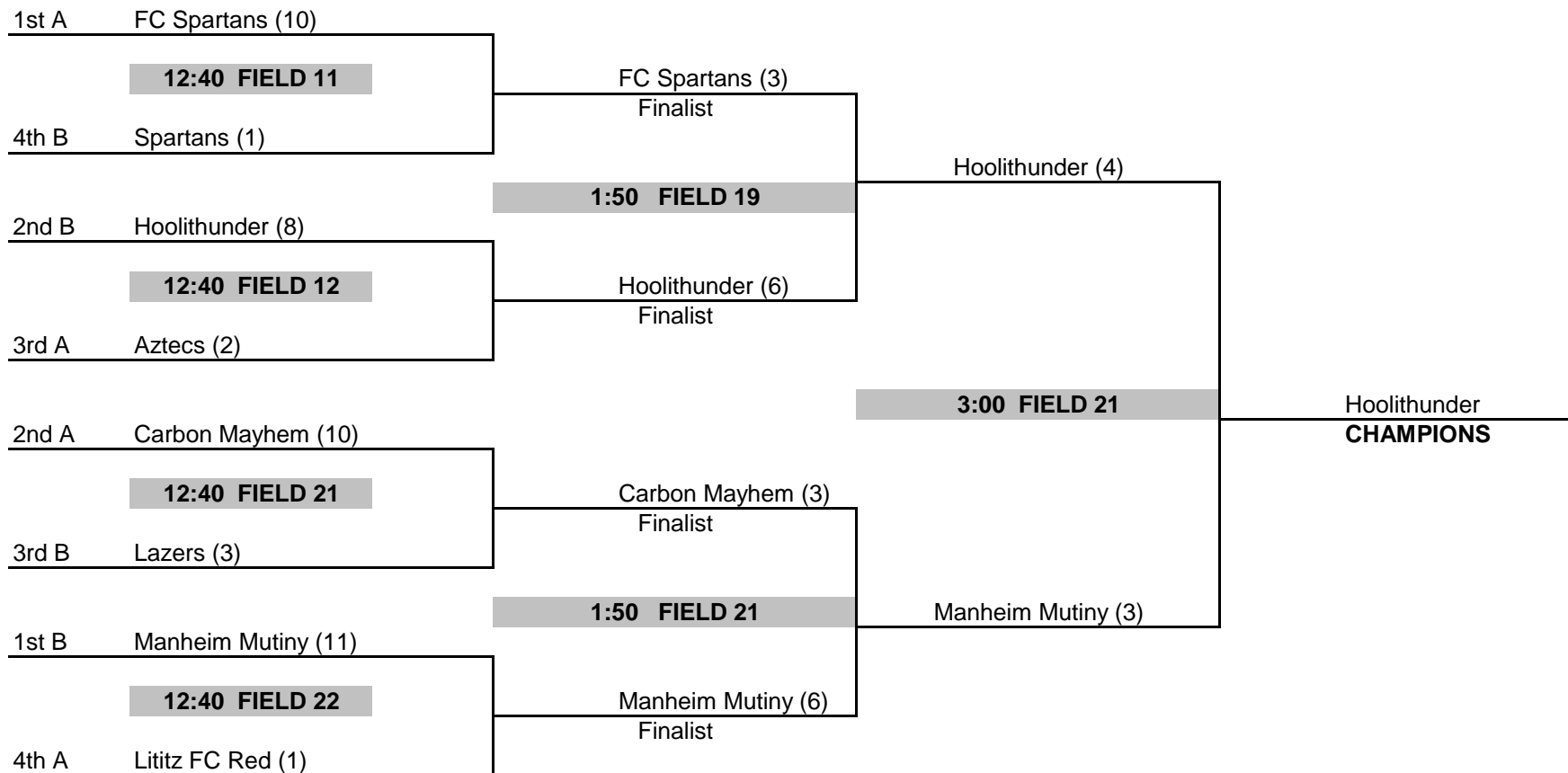
Boys U10 Red Playoffs



Boys U10 White Playoffs



Boys U11 Red Playoffs



Boys U11 White Playoffs



Boys U13 White & Playoffs

ROUND ROBIN PLAY

<u>TIMES</u>	<u>FIELD 4</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

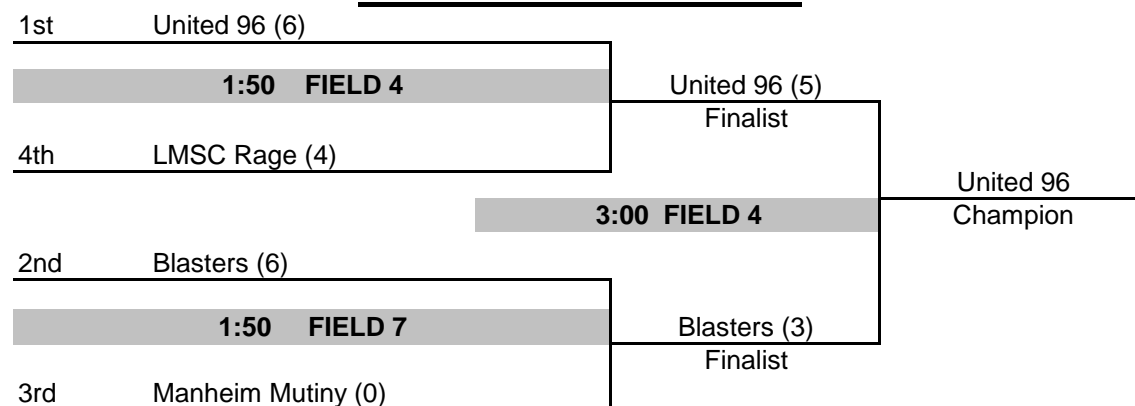
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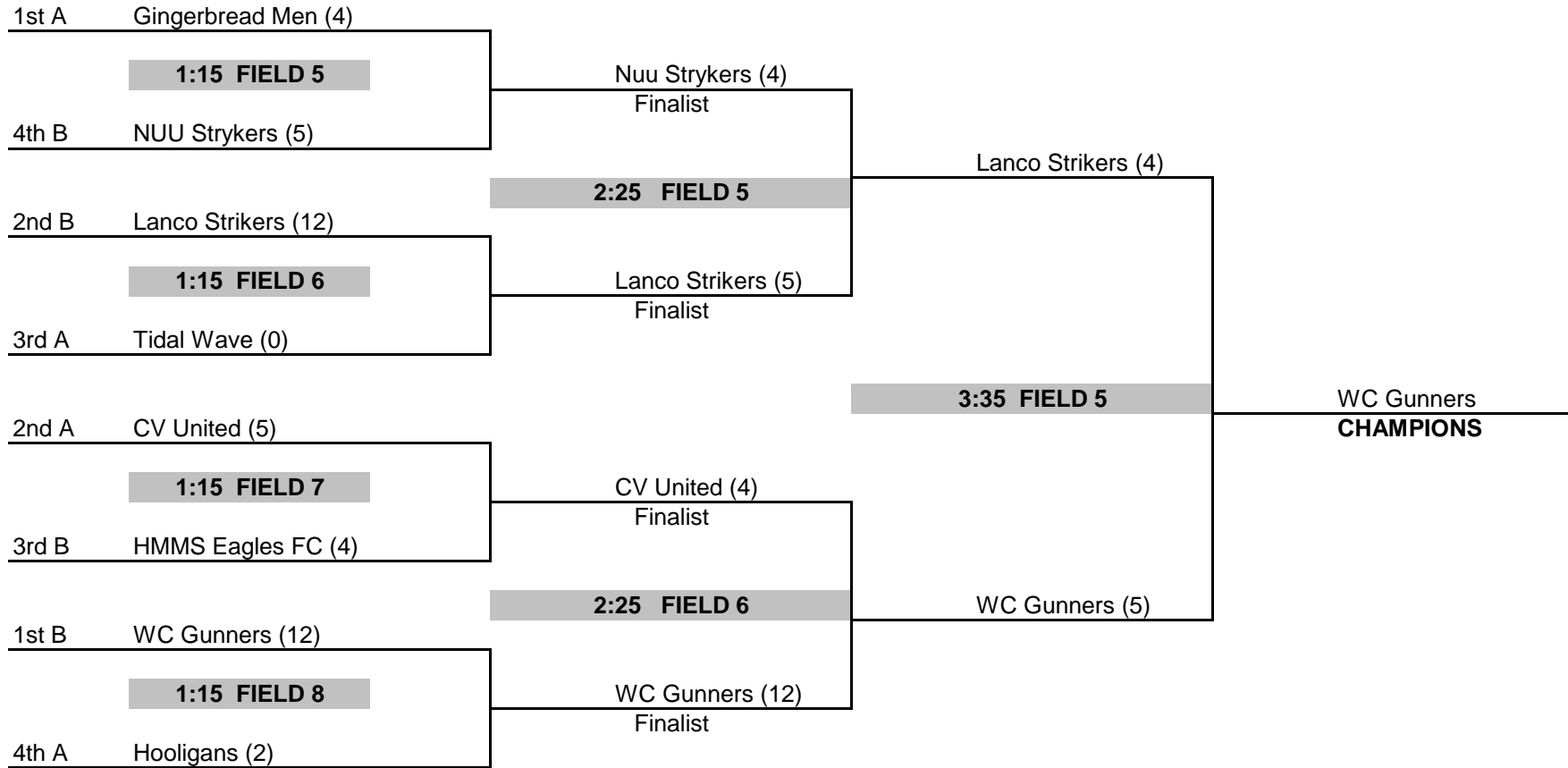
		Points				
TEAMS		Game 1	Game 2	Game 3	Game 4	Total
A1	LMSC Rage					
A2	Manheim Mutiny					
A3	Blasters					
A4	United 96					
A5	MDSL United					

TOP FOUR IN BRACKET PLAY FOR CHAMPIONSHIP

PLAYOFF SCHEDULE



Boys U14 White Playoffs



Boys U15-U16 White Playoffs

