

SCHEDULE #	COACH	ASST. COACH	PICTURE #	POINTS	DATE	8 teams		TIME	FIELD #	SCORE	
1	Feffer	Edwards, D	45	16	08/21/21	1	vs 8	8:00	1	1-1	
2	Urquhart		46	9		2	vs 7	9:20	1	4-4	
3	Levering		47	3		3	vs 6	11:40	1	3-2	
4	Meyer		48	8		4	vs 5	1:00	1	2-4	
5	O'Brian	Diaz	49	17	08/28/21	4	vs 3	1:00	1	5-1	
6	Rexwhinkle		50	4		6	vs 8	2:20	1	0-4	
7	Sarksian	Sarksian	51	13		5	vs 2	3:40	1	0-0	
8	George		52	9		7	vs 1	5:00	1	2-6	
Points for league: 3 points for a win and 1 point for a draw											
Tie Breakers for league: Head to Head, Goals against, *Goals for, Coaches Race						09/11/21	7	vs 5	8:00	1	0-6
*Not to exceed 5 goals per Match							1	vs 6	9:20	1	7-0
						8	vs 4	11:40	1	4-3	
						2	vs 3	1:00	1	3-2	
					09/18/21	8	vs 2	1:00	1	2-4	
						6	vs 4	2:20	1	2-2	
						3	vs 7	3:40	1	1-2	
						5	vs 1	5:00	1	4-2	
					09/25/21	6	vs 2	8:00	1	3-2	
						5	vs 3	9:20	1	5-0	
						1	vs 4	11:40	1	3-2	
						7	vs 8	1:00	1	2-1	
					10/02/21	3	vs 1	1:00	1	1-6	
						2	vs 4	2:20	1	2-2	
						8	vs 5	3:40	1	0-8	
						7	vs 6	5:00	1	4-1	
					10/09/21	1	vs 2	8:00	1	6-0	
						3	vs 8	9:20	1	0-1	
						4	vs 7	11:40	1	2-5	
						5	vs 6	1:00	1	7-1	
		END OF SEASON			CHAMPIONS	O'Brian					
					2ND PLACE	Feffer					
		TCYS TOURNAMET			10/16/21						
Tournament Rules						GAME 1	5	vs 3	1:00	1	7-0
All games go to shoot out if they end draw.						GAME 2	1	vs 6	2:20	1	8-3
This is a seeded play in tournament. Your seed represents the place you finished in league. The team that wins goes to the green bracket and the other team goes to gold bracket.						GAME 3	7	vs 4	3:40	1	
W= winner ie W1 = winner game 1 ect.						GAME 4	8	vs 2	5:00	1	3-4 (Shoot Out)
					10/23/21						
		CHAMPIONSHIP BRACKET			GAME 1	5	vs 2	8:00	1		
					GAME 2	1	vs 7	9:20	1		
		CONSOLATION BRACKET			GAME 3	3	vs 8	11:40	1		
					GAME 4	6	vs 4	1:00	1		
					10/30/21						
Trophies 1st - 3rd		CONSOLATION BRACKET			3RD PLACE MATCH	3	vs 6	1:00	1		
					CHAMPIONSHIP	8	vs 4	2:20	1		
Trophies 1st - 3rd		CHAMPIONSHIP BRACKET			3RD PLACE MATCH	2	vs 7	3:40	1		
					CHAMPIONSHIP	5	vs 1	8:00	1		