

### U7

		Week 1		Week 2		Week 3		Week 4		Week 5		Week 6		Week 7		Week 8		Week 9		Week 10	
		9/8/12		9/15/12		9/22/12		9/29/12		10/6/12		10/13/12		10/20/12		10/27/12		11/3/12		11/10/12	
		Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away
<b>Field 1</b>	<b>9:15</b>	8	5	3	8	12	8	11	7	1	8	7	1	8	4	8	2	8	11	8	9
<b>Field 2</b>		6	7	4	7	2	7	10	8	9	7	8	6	7	5	7	3	7	12	7	10
<b>Field 1</b>	<b>10:15</b>			2	9			9	1			9	5			6	4			5	12
<b>Field 2</b>		3	10			11	9			11	5			11	12			6	2		
<b>Field 1</b>	<b>11:30</b>	4	9			1	10			10	6			9	3			5	3		
<b>Field 2</b>				11	1			12	6			10	4			5	1			6	11
<b>Field 1</b>	<b>1:00</b>			12	10			2	5			11	3			9	12			4	2
<b>Field 2</b>		1	12			3	6			12	4			10	2			1	4		
<b>Field 1</b>	<b>2:30</b>	2	11			4	5			2	3			1	6			9	10		
<b>Field 2</b>				5	6			3	4			12	2			10	11			3	1

### U8

		Week 1		Week 2		Week 3		Week 4		Week 5		Week 6		Week 7		Week 8		Week 9		Week 10	
		9/8/12		9/15/12		9/22/12		9/29/12		10/6/12		10/13/12		10/20/12		10/27/12		11/3/12		11/10/12	
		Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away	Home	Away
<b>Field 3</b>	<b>9:15</b>	3	10	12	10	1	10			10	6			10	2	10	11	9	10	8	9
<b>Field 5</b>								10	8			10	4								
<b>Field 3</b>	<b>10:15</b>	4	9	2	9	4	5	3	4	12	4	9	5	8	4	6	4	1	4	5	12
<b>Field 5</b>		8	5	4	6	12	8	9	1	1	8	8	6	1	6	7	3	6	2	4	2
<b>Field 3</b>	<b>11:30</b>	2	11			11	9			11	5			9	3			5	3		
<b>Field 5</b>				11	1			12	6			12	2			5	1			6	11
<b>Field 3</b>	<b>1:00</b>			3	8			2	5			11	3			9	12			3	1
<b>Field 5</b>		1	12			3	6			2	3			11	12			8	11		
<b>Field 3</b>	<b>2:30</b>	6	7			2	7			9	7			7	5			7	12		
<b>Field 5</b>				5	7			11	7			7	1			8	2			7	10

Note: Games are played on alternating fields. This will allow your team to get set up and warmed up before kick-off. Times are kickoff time. Team must be ready for checkin at least 5 minutes prior.  
 Note: games originally scheduled for Saturday 10/27 can either be rescheduled or played on Sunday 10/28 at special times to be determined