

**2012 Simi Valley
New Years Tournament
U14 Boys Schedule**

Pool A		Pool B	
Team #-pts	Coach/Region	Team #-pts	Coach/Region
B301-9	Bailey, Valencia - 678	B305-1	Regalado, Simi Valley - 121
B302-0	Martino, Agoura Westlake - 4	B306-13	Garcia, Moorpark - 363
B303-17	Mills, Newbury Park - 42	B307-17	Tretheway, Palos Verde - 10
B304-28	Soskin, Balboa Park - 33	B308-27	Canamar, Woodland Hills - 71

Pool C

Team #-pts	Coach/Region
B309-4	Eisenberg, Simi Valley - 121
B310-4	Passantino, Quartz Hill - 638
B311-28	Stephens, Moorpark - 363
B312-20	Lindahl, Agoura Westlake - 4

Teams 304 and 311 need to do a shootout to decide who was best first. Please be at Field 6 by 10am to compete in the shootout.

30-Dec-11

<u>Time</u>		
8:00 AM	B305 v B306	Field 5
10:30 AM	B309 v B310	Field 4
10:30 AM	B307 v B308	Field 6
11:45 AM	B304 v B301	Field 4
11:45 AM	B303 v B302	Field 5
11:45 AM	B311 v B312	Field 6
3:30 PM	B301 v B302	Field 4
3:30 PM	B303 v B304	Field 5

31-Dec-11

<u>Time</u>		
8:00 AM	B306 v B308	Field 4
8:00 AM	B305 v B307	Field 5
8:00 AM	B301 v B303	Field 6
10:30 AM	B311 v B309	Field 4
11:45 AM	B307 v B306	Field 4
11:45 AM	B308 v B305	Field 5
11:45 AM	B310 v B312	Field 6
3:30 PM	B310 v B311	Field 4
3:30 PM	B309 v B312	Field 5
3:30 PM	B302 v B304	Field 6

1-Jan-12

<u>Time</u>		
10:45 AM	304 or 311 V 312	Field 5
10:45 AM	304 or 311 V 308	Field 6
2:15 PM	Winner (F5) v Winner (F6)	Field 5
2:15 PM	Loser (F5) v Loser (F6)	Field 6

- Home team is listed first and sits on North or West Sideline and changes color if there is a
1. conflict.
 2. All pool matches 2 x 25 minute halves; semis/finals are 2 X 35 minute halves
Teams must report to the Check-in tent 60 minutes prior to their first game for check-in with 5 game cards in number Order. Team check-in for all subsequent games will be conducted on the field 15 minutes prior to game time.
 3. game cards in number Order. Team check-in for all subsequent games will be conducted on the field 15 minutes prior to game time.
 4. Games must start and end on time. Game length may be adjusted to keep on time.