

**2012 Simi Valley
New Years Tournament
U12 Girls Schedule**

Pool A	Pool B
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Team #-pts	Coach/Region	Team #-pts	Coach/Region
G401-8	Delacruz, Newbury - 42	G405-10	Ritz, Agoura Westlake - 4
G402-22	Bodmeijer, Camarillo - 68	G406-27	French, Camarillo - 68
G403-28	McKay, Simi Valley - 121	G407-21	Molnar, Chatsworth - 795
G404-1	Chandler, Moorpark - 363	G408-0	Riccardi, Simi Valley - 121

Pool C	Pool D
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Team #-pts	Coach/Region	Team #-pts	Coach/Region
G409-21	Ruhle, Camarillo - 68	G413-10	Chelonis, Simi Valley - 121
G410-9	McCormick, Agoura Westlake - 4	G414-24	Mitchell, Palos Verde - 10
G411-8	Molina, Ojai - 147	G415-0	Eastland, Moorpark - 363
G412-13	Haffner, Saugus - 46	G416-20	Duardo, Victorville - 665

30-Dec-11

Time

8:00 AM	G407 v G408	Field 8
8:00 AM	G405 v G406	Field 10
9:15 AM	G403 v G404	Field 8
9:15 AM	G401 v G402	Field 10
10:30 AM	G409 v G410	Field 8
10:30 AM	G413 v G414	Field 10
11:45 AM	G407 v G406	Field 8
11:45 AM	G408 v G405	Field 10
1:00 PM	G403 v G402	Field 8
1:00 PM	G404 v G401	Field 10
2:15 PM	G411 v G412	Field 8
2:15 PM	G415 v G416	Field 10

31-Dec-11

Time

8:00 AM	G413 v G416	Field 8
8:00 AM	G414 v G415	Field 10
9:15 AM	G409 v G412	Field 8
9:15 AM	G410 v G411	Field 10
10:30 AM	G406 v G408	Field 8
10:30 AM	G405 v G407	Field 10
11:45 AM	G416 v G414	Field 8
11:45 AM	G415 v G413	Field 10
1:00 PM	G409 v G411	Field 8
1:00 PM	G412 v G410	Field 10
2:15 PM	G401 v G403	Field 8
2:15 PM	G402 v G404	Field 10

1-Jan-12

Time

9:00 AM	403 v 414	Field 7
9:00 AM	406 v 409	Field 8
12:30 PM	Winner (F7) v Winner F(8)	Field 8
12:30 PM	Loser (F7) v Loser (F8)	Field 7

1. Home team is listed first and sits on North or West Sideline and changes color if there is a conflict.
2. All pool matches 2 x 22 minute halves; semis/finals are 2 X 30 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.
 4. Games must start and end on time. Game length may be adjusted to keep on time.