

## U12 FALL SCHEDULE 2009

Silent  
Pictures Saturday

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Saturday

	12-Sep	19-Sep	26-Sep	3-Oct	10-Oct	17-Oct	24-Oct	31-Oct	7-Nov	Rain Date
<b>8:30</b>	Heat v Manglers	Bears v Rowdies	Manglers v Devils	Devils v Fusion	Renegades v Inferno	Rowdies v Stars	Renegades v Wizards	Fusion v Manglers	Inferno v Bears	
<b>10:00</b>	Wizards v Inferno	Inferno v Stars	Renegades v Stars	Manglers v Heat	Rowdies v Wizards	Fusion v Heat	Stars v Inferno	Heat v Devils	Renegades v Rowdies	
<b>11:30</b>	Fusion v Devils	Manglers v Fusion	Inferno v Rowdies	Stars v Wizards	Heat v Devils	Bears v Renegades	Fusion v Devils	Rowdies v Inferno	Heat v Fusion	
<b>1:00</b>	Renegades v Bears	Devils v Heat	Wizards v Bears	Rowdies v Renegades	Fusion v Manglers	Devils v Manglers	Rowdies v Bears	Bears v Wizards	Wizards v Stars	
<b>2:30</b>	Stars v Rowdies	Wizards v Renegades	Heat v Fusion	Bears v Inferno	Stars v Bears	Inferno v Wizards	Heat v Manglers	Stars v Renegades	Manglers v Devils	

### FIELD DETAILS

ALL GAMES PLAYED ON FIELD 2

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### TEAM PICTURES

- 1) TEAM PICTURES WILL BE ON **SATURDAY, Oct 3** FOR **ALL U12** TEAMS
  - 2) PLEASE HAVE PLAYERS AT THE **TENT 30 MINUTES BEFORE GAME TIME**
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### COACHES

- 1.) First Home Team in the morning lines the field and puts out the flags; the last home team makes sure the lining eqpt and flags are |
- 2.) First away team in the morning puts a trash can liner in the can; the last visiting team takes the filled trash can liner to the dumpster.
- 3.) All teams are responsible to police the field area for trash and place all trash in the cans

### ADVANTAGE RULE

- 1.) Any team trailing by a 4 goal differential may add a player for a one player advantage.
- 2.) For each goal above a 4 goal differential the trailing team can add an additional player
- 3.) Teams are encouraged to play with good sportmanship and not run up the score on an opponent.