

IWSL - Illinois Women's Soccer League

AGE GROUP 2011 DIVISION CS

Team Name	Field	Contact
01. WC RAMPAGE 2012 G ELITE	428	ALEJANDRO MUNOZ
02. ORLAND PARK VORTEX 2011	433	MICHAEL GASPARI
03. STORM SC BRAIDWOOD	1087	TIM HAAKE
04. GIOâ€™S LIONS SC 2011 GIRLS	1088	SAVINO LEON
05. UESC-PLAINFIELD UTD 11 PREM I	478	KATHY AYRES

THE FIRST TEAM LISTED IS THE HOME TEAM WHO CHANGES JERSEYS IN THE EVENT OF COLOR CONFLICT AND PROVIDES THE GAMECARD & RULES TO THE REFEREE. GO TO YOUR TEAM'S ONLINE TEAM PAGE FOR THE UP TO DATE SCHEDULE WHERE DATE, TIME, AND FIELD CHANGES, ETC ARE POSTED (IWSL.com).

WEEK #01 Sun 04/14

12:00 01 vs 02 #171
02:00 05 vs 03 #271 Sat

WEEK #02 Sun 04/21

12:00 02 vs 04 #512 Sat
04:00 03 vs 01 #670

WEEK #03 Sun 04/28

12:00 01 vs 04 #853
02:00 05 vs 02 #957 Sat

WEEK #04 Sun 05/05

10:00 04 vs 03 #1112
12:00 01 vs 05 #1204

WEEK #05 Sun 05/12

02:00 05 vs 04 #1652 Sat
04:00 03 vs 02 #1707

WEEK #06 Sun 05/19

12:00 02 vs 01 #1896 Sat
04:00 03 vs 05 #2055

WEEK #07 Sun 06/02

10:00 04 vs 02 #2159
12:00 01 vs 03 #2251

WEEK #08 Sun 06/09

10:00 04 vs 01 #2488
12:00 02 vs 05 #2590 Sat

** some games are played on Saturday and are indicated by "Sat" following the game number.

*** this is the initial team schedule and DOES NOT contain game changes. Please see your team page on the IWSL site for the current schedule. Due to an odd number of teams in this division, there will be one team each week with a bye. The following schedule lists the make up games to be played for the bye dates. The Home Team should agree on a date with the Away Team and schedule the game as soon as possible. The Home coach should schedule a field and then submit a game request via the BYE GAME REQUEST FORM link on your Team page of our website at least 7 days in advance of the game. The approved game will show the actual assigned game number. Do not use a game change form for these bye games.

1. HOME 02 vs AWAY 03 - Game # To Be Assigned
2. HOME 03 vs AWAY 04 - Game #
3. HOME 04 vs AWAY 05 - Game #
4. HOME 05 vs AWAY 01 - Game #