

IWSL - Illinois Women's Soccer League

AGE GROUP 2014 DIVISION DS1

Team Name	Field	Contact
01. PLAINFIELD ELITE 2014	510	SCOTT PARKER
02. ROADRUNNERS SC 2014 BLACK	86	STACEY MORTIMER
03. ROMA FC 2014	245	ANGELA STOCKRAHM
04. ORLAND PARK VORTEX 2014	432	MICHAEL GASPARI
05. UESC - CHICAGOLAND 2014 SEL BB	50	HALEY WENDLING

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

09:00 05 vs 03 #28
10:00 01 vs 02 #77 Sat

WEEK #02 Sun 04/21

09:00 03 vs 01 #374
03:30 02 vs 04 #656 Sat

WEEK #03 Sun 04/28

09:00 05 vs 02 #724
10:00 01 vs 04 #764 Sat

WEEK #04 Sun 05/05

10:00 01 vs 05 #1113 Sat
01:30 04 vs 03 #1271

WEEK #05 Sun 05/12

09:00 03 vs 02 #1417
09:00 05 vs 04 #1418

WEEK #06 Sun 05/19

09:00 03 vs 05 #1753
03:30 02 vs 01 #2044 Sat

WEEK #07 Sun 06/02

10:00 01 vs 03 #2160 Sat
01:30 04 vs 02 #2311

WEEK #08 Sun 06/09

01:30 04 vs 01 #2666
03:30 02 vs 05 #2739 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 #