



Winter 2020 Sunday Schedule

Winter 2020 Sunday Schedule					
1/26/2020	7:00:00 PM	Bloomington Internationals		Fake Madrid	
	7:45:00 PM	Brooklyn Nets		unCOACHables	
	8:30:00 PM	Northside		Team 431s	
2/2/2020	7:00:00 PM	Fake Madrid		Brooklyn Nets	
	7:45:00 PM	unCOACHables		Team 431s	
	8:30:00 PM	Bloomington Internationals		Northside	
2/9/2020	7:00:00 PM	Northside		unCOACHables	
	7:45:00 PM	Fake Madrid		Team 431s	
	8:30:00 PM	Bloomington Internationals		Brooklyn Nets	
2/16/2020	7:00:00 PM	Brooklyn Nets		Fake Madrid	
	7:45:00 PM	Team 431s		Northside	
	8:30:00 PM	unCOACHables		Bloomington Internationals	
2/23/2020	7:00:00 PM	unCOACHables		Fake Madrid	
	7:45:00 PM	Bloomington Internationals		Team 431s	
	8:30:00 PM	Brooklyn Nets		Northside	
3/1/2020	7:00:00 PM	Fake Madrid		Bloomington Internationals	
	7:45:00 PM	unCOACHables		Brooklyn Nets	
	8:30:00 PM	Team 431s		Northside	
3/8/2020	7:00:00 PM	Fake Madrid		Brooklyn Nets	
	7:45:00 PM	unCOACHables		Team 431s	
	8:30:00 PM	Bloomington Internationals		Northside	
3/8/2020	7:20:00 PM	<h1>Tournament</h1>			
	7:40:00 PM				
	8:00:00 PM				
	8:20:00 PM				
	8:40:00 PM				
	9:00:00 PM				

Winter 2020 Sunday Standings

Seed	Team	W	L	T	PTS
1	Bloomington Internationals	0	0	0	0
2	Team 431s	0	0	0	0
3	Brooklyn Nets	0	0	0	0
4	unCOACHables	0	0	0	0
5	Fake Madrid	0	0	0	0
6	Northside	0	0	0	0

UNIFORMS

Wear DARK if your team is listed to the left
 Wear WHITE if your team is listed to right
 GOALKEEPERS must wear unique color
 Teams may wear solid color regardless of schedule placement, as long as it doesn't conflict with opponent's jerseys.

ROSTERS

Up to 13 players permitted per roster
 Roster is locked after 3rd game of season
 Use of unrostered players = forfeit

SCORING

Teams earn 3 points for a WIN, 1 for a TIE
 Teams earn 1 point for each goal scored
 (5 "goal" points max)

STANDINGS

Team point totals after game 5 determine tournament seed
 Tie Breaker: W/L, Head-to-Head, GA & most-recent result

TOURNAMENT

Sunday, March 8th 2020
 Single-Elimination
 Tournament games are 20 minutes