

**Girls U16 Silver****2007-2008****Saturdays 2:15 p.m.**

	TEAM	FIELD	1 <sup>st</sup> CONTACT/PHONE	2 <sup>nd</sup> CONTACT
1	Cowichan Valley	Sherman Road Park	Scott Davison 250-743-4428	Kevin McGuinness 250-748-9765
2	Salt Spring	Portlock Park	Rob Holmes 250-537-4518	Joanne Pal 250-537-1537
3	~ bye			
4	Lakehill	<a href="http://www.lakehillsoccer.com">www.lakehillsoccer.com</a>	Jules Nagy 389-0713	Mario Pecorelli 380-1980
5	Prospect Lake	Adam Kerr field	Casey Tepper 544-1130	Karen Zeturak 727-7706
6	Juan de Fuca	Colwood Elem.	Nicole Ocker 294-5053	Audrey Fanthorpe 478-3730
7	Peninsula Blizzards	<a href="http://www.peninsulasoccer.ca">www.peninsulasoccer.ca</a>	John McMillan 656-9787	Lucinda Taylor 655-1706
8	Bays United	Lansdowne School #1	Grant Olsen 595-5345	Kelly Corazza 595-4084

- MATCH RESULTS:** Both teams must report the score (include team names, age-class and section) to the Lower Island score recorder (noted on this schedule) **before 5 p.m.** the day of the game. Your score recorder must also be advised **when games are NOT played** (including when fields are closed). Not reporting before the time deadline may result in a \$10 fine.

Girls U16 score recorder: **Lui Scherer** [luiandmonika@shaw.ca](mailto:luiandmonika@shaw.ca) {or phone: 384-6700}

***WARNING!*** -- It is the responsibility of all teams and their representatives to know and follow LISA's and BCSA's rules and policies, at all times. Failure to do so may result in defaulted games, lost points and/or fines assessed to your club. This schedule includes only a few of those rules and policies.

- COACHES/MANAGERS:** can **not** postpone, cancel or reschedule games for any reason. If LISA approves an application to postpone a league game there will be a one- or two-week deadline (or less) to play the game or to have an extension approved.
- SCHEDULE CHANGES:** Sometimes it is necessary to adjust or rewrite a schedule. Clubs will be informed and they must notify their teams and coordinators. Circumstances may dictate that only a few days' notice will be possible. Sometimes re-scheduling is done on a week-to-week basis. LISA has the authority to schedule league games (or cup games) for any day of the week.
- LEAGUE SCHEDULES** are written in a predetermined numbering sequence; one round at a time. The last date listed on your game scheduling grid only reflects the date of that round's **completed** numbering sequence; it may **not** coincide with the final day of league play. *League play may officially conclude prior to or sometime after the last date on your schedule.*
- CUP PLAY:** Lower Island playdowns for the Coastal Classic ("C") Cup: quarter-finals Jan. 26/27 (*tentative*); subsequent rounds follow on consecutive weekends. If more than eight teams entered a preliminary round will be held prior to the winter break. Teams may be required to make up any league game missed because of "C" Cup play. District Cup finals: date TBA; host Sooke.
- SPRING BREAK:** The soccer season does **not** close down during spring break. Some teams will be required to play during spring break; this could include league games, District Cup, Island Cup, BCSA Cup and/or Provincial Cup games.
- UNOFFICIAL STANDINGS** are published on the Lower Island web site: [www.lowerislandsoccer.com](http://www.lowerislandsoccer.com). Any coach/manager who has questions about the standings, or has a chance at being the league winner, should contact his/her score recorder immediately.
- NO SHOWS:** A club may be assessed an \$80 fine each time one of its teams fails to show for a scheduled league, District Cup, Island Cup, BCSA Cup or Provincial Cup game, unless there is reasonable cause acceptable to LISA.
- FIELD AVAILABILITY:** If the home club can not supply a field for a league game to start at its scheduled time and the visiting club can supply a field for the scheduled date and time, the game must be played at the "visiting" club's field. However, this arrangement must be made by 8 p.m. on the Thursday preceding any game scheduled for the weekend.

10. **TIME CHANGE:** To play a league game outside of its standard start time both teams must agree, unless scheduled by LISA.
11. **TEAM LISTS:** Team lists, properly completed, must be handed to the referee in duplicate prior to the start of the match.
12. **GAME STATUS:** It is the responsibility of a team official to contact the opposition in order to make sure both teams are aware of the particulars relating to their game. It does not matter which team initiates the contact. This does not mean a decision has to be made on field status at this point. The final decision on whether a field is open or closed might end up being made on game day.
13. **ARTIFICIAL SURFACES:** It is the responsibility of the home team to inform the opposition whenever they will be playing on an artificial surface. If footwear restrictions are in place the visiting team must be informed. (e.g. no "six-studs" on Gorge turf)

## LISA 2007-2008

### Girls U16 Silver Schedule

(U16: two halves of 40 minutes; size #5 ball)

#### ROUND ONE (1)

#### HOME TEAM LISTED FIRST (IN THE LEFT COLUMN)

DATE	SEPT 15	SEPT 22	SEPT 29	OCT 6	OCT 13	OCT 20	OCT 27
TEAMS	1 vs 2	3 vs 1	1 vs 4	1 vs 5	6 vs 1	7 vs 1	1 vs 8
SCORE							
TEAMS	3 vs 4	4 vs 2	2 vs 3	2 vs 7	8 vs 2	2 vs 5	6 vs 2
SCORE							
TEAMS	5 vs 6	5 vs 7	8 vs 5	8 vs 3	5 vs 3	3 vs 6	3 vs 7
SCORE							
TEAMS	7 vs 8	6 vs 8	7 vs 6	6 vs 4	4 vs 7	4 vs 8	5 vs 4
SCORE							
#1 – CV	2 – SS	3 – bye	4 – LH	5 – PL	6 – JdF	7 – Pen	8 – BU

#### ROUND TWO (2)

DATE	NOV 3	NOV 10	NOV 17	NOV 24	DEC 1	DEC 8	DEC 15
TEAMS	2 vs 1	1 vs 3	4 vs 1	5 vs 1	1 vs 6	1 vs 7	8 vs 1
SCORE							
TEAMS	4 vs 3	2 vs 4	3 vs 2	7 vs 2	2 vs 8	5 vs 2	2 vs 6
SCORE							
TEAMS	6 vs 5	7 vs 5	5 vs 8	3 vs 8	3 vs 5	6 vs 3	7 vs 3
SCORE							
TEAMS	8 vs 7	8 vs 6	6 vs 7	4 vs 6	7 vs 4	8 vs 4	4 vs 5
SCORE							

#### ROUND THREE (3)

DATE	JAN 19	JAN 26	FEB 2	FEB 9	FEB 16	FEB 23	MAR 1
TEAMS	1 vs 2	3 vs 1	1 vs 4	1 vs 5	6 vs 1	7 vs 1	1 vs 8
SCORE							
TEAMS	3 vs 4	4 vs 2	2 vs 3	2 vs 7	8 vs 2	2 vs 5	6 vs 2
SCORE							
TEAMS	5 vs 6	5 vs 7	8 vs 5	8 vs 3	5 vs 3	3 vs 6	3 vs 7
SCORE							
TEAMS	7 vs 8	6 vs 8	7 vs 6	6 vs 4	4 vs 7	4 vs 8	5 vs 4
SCORE							