

IWSL - Illinois Women's Soccer League

AGE GROUP 2010 DIVISION CS

Team Name	Field	Contact
01. TESC SELECT	116	RENEE CASTILLO
02. EVOLUTION 10/11 MERCURIAL WEST	3	JAMIE LITTLE
03. TP BOBCATS 2010/11 GOLD	624	BILL TSOUKALAS
04. ORLAND PARK STING FC 2010 ELITE	433	ALEX FREIDINE
05. UESC - CHICAGOLAND 2010 SEL BB	50	JOSE SMITH

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 #12
01:00 01 vs 02 #224

WEEK #02 Sun 04/21

02:00 03 vs 01 #597 Sat
04:30 02 vs 04 #675

WEEK #03 Sun 04/28

09:00 05 vs 02 #706
01:00 01 vs 04 #908

WEEK #04 Sun 05/05

01:00 01 vs 05 #1245
05:00 04 vs 03 #1380 Sat

WEEK #05 Sun 05/12

09:00 05 vs 04 #1397
02:00 03 vs 02 #1647 Sat

WEEK #06 Sun 05/19

02:00 03 vs 05 #1983 Sat
04:30 02 vs 01 #2063

WEEK #07 Sun 06/02

01:00 01 vs 03 #2291
05:00 04 vs 02 #2415 Sat

WEEK #08 Sun 06/09

04:30 02 vs 05 #2753
05:00 04 vs 01 #2764 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 #