IWSL - Illinois Women's Soccer League AGE GROUP 2012 DIVISION BW

Team Name	Field	Contact
01. CAMPTON UNITED 2012 RED II	583	CHRIS BROWN
02. TEAM CHICAGO 2012 ELITE	1005	KELLY MOSCICKIS
03. AJAX FC NAPERVILLE 2012 RED	405	MELISSA ALLSTEADT
04. BSC RAIDERS 2012 SILVER	913	RYAN ANDERSON
05. GALAXY GIRLS 2013 SELECT BLUE 2	405	TROY ADAMS

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	WEEK #02 Sun 04/21	WEEK #03 Sun 04/28
09:00 01 vs 02 #41 04:30 05 vs 03 #337 Sat	01:00 03 vs 01 #560 03:30 02 vs 04 #659	09:00 01 vs 04 #736 04:30 05 vs 02 #1025 Sat
WEEK #04 Sun 05/05	WEEK #05 Sun 05/12	WEEK #06 Sun 05/19
09:00 01 vs 05 #1074 09:00 04 vs 03 #1075	01:00 03 vs 02 #1611 04:30 05 vs 04 #1714 Sat	01:00 03 vs 05 #1949 03:30 02 vs 01 #2047
WEEK #07 Sun 06/02	WEEK #08 Sun 06/09	
09:00 01 vs 03 #2118 09:00 04 vs 02 #2119	09:00 04 vs 01 #2453 03:30 02 vs 05 #2741	

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

- 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 #

^{***} 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.