



RAMARA SOCCER CLUB

13 TO 15 YEAR OLD SCHEDULE 2025



PLEASE CHECK WEBSITE FOR ANY CHANGES OR UPDATES. WWW.RAMARASOCCERCLUB.CA

1. JAMES CAMERON CONSTRUCTION INC. (lime)
2. HGR GRAHAM PARTNERS LLP (maroon)
3. JOE WATT TROPHY (orange)
4. TWIN LAKES RENOVATIONS (purple)

GAMES WILL START ON TIME- IF NOT HALVES WILL BE ADJUSTED ACCORDINGLY

ALL GAMES WILL BE PLAYED ON FIELD "A"

All Games will have a 5 minute warm up and play (2) 25 minute halves

<u>May 31</u>	GAME 1		<u>July 05</u>	GAME 6	
	10:00 AM	2 VS 3		10:00 AM	3 VS 4
	11:00 AM	1 VS 4		11:00 AM	2 VS 1
<u>June 07</u>	GAME 2		<u>July 12</u>	GAME 7	
	10:00 AM	1 VS 2		10:00 AM	4 VS 2
	11:00 AM	4 VS 3		11:00 AM	1 VS 3
<u>June 14</u>	GAME 3		<u>July 19</u>	GAME 8	
	10:00 AM	3 VS 1		10:00 AM	2 VS 3
	11:00 AM	2 VS 4		11:00 AM	1 VS 4
<u>June 21</u>	GAME 4		<u>July 26</u>	GAME 9	
	10:00 AM	4 VS 3		10:00 AM	4 VS 1
	11:00 AM	1 VS 2		11:00 AM	3 VS 2
<u>June 28</u>	GAME 5		<u>August 09</u>	GAME 10	
	10:00 AM	2 VS 3		10:00 AM	2 VS 1
	11:00 AM	1 VS 4		11:00 AM	3 VS 4
Updated May 15, 2025					

NO PLAYOFFS THIS SEASON

5 goals cap each game will be counted for standings.

End of Season placement will be determined by season standings.

Final Games will be played on August 9th, followed by the Year End BBQ.

SAVE THE DATES: PICTURE DAY WILL BE JUNE 28 OR JULY 5 - SCHEDULE TO FOLLOW

General Rules

- There will be a minimum of 7 players, maximum of 11 on the field including the goalie
- OFF SIDE will be called
- Substitutions may be made with Referees permission on own throw ins, goal kicks, when a goal is scored, injury or half time.
- To assist the Referee all substitutions should be made from the half field line
- All players must leave the field first before the substitutes enter the field
- Coaches are not to enter the field during the 25 minute game unless with permission from the referee.
- All non-players and parents must stay away from the nets.
- **All coaches please visit the shed before or after every game for updates**
- Schedules or field placements will be subject to change if needed.