

APPENDIX TO CONSTITUTION ARTICLE 6(A)
ORGANIZATION OF U11 TO U14 PLAY

		FALL¹	SPRING
U11		Random - e.g. four sections of ten	Re-align by strength - e.g. top 2 from each fall section in “strong” section, 3 & 4 from each fall section in 2 nd level section and so on
U12		“Promote/relegate” by 4's based on spring results - e.g. bottom 4 of strong section swaps with top 4 of second section, and so on	“Promote/relegate” by 4's based on fall results - e.g. bottom 4 of strong section swaps with top 4 of second section, and so on
			U13 Divisionalization. Top 4 of strong section automatically qualify for U13 D1; rest of strong section + all teams with aggregate record of at least .500 over seasons in League would qualify for U12 tournament to select remaining top 15 teams and divide them between Divisions 1 and 2
U13	Div 1	10 teams	8 teams - top 7 from fall D1 + winner of playoff between fall D1 8 th and fall D2 1 st
	Div 2	10 teams	8 teams - Playoff loser + fall D1 9 th & 10 th + fall D2 2 nd - 5 th plus winner of playoff between fall D2 6 th & 7 th
	MAPLE-D	Everyone else, no size limit	10 teams - Playoff loser + fall D2 7 th - 10 th + fall MAPLE-D 2 nd - 5 th + winner of round robin & final among fall MAPLE-D 6 th - 9 th
U14	Div 1	10 teams - State Cups finalists + top 5 from spring D1 not already qualified + top 3 from spring D2	8 teams - top 7 from fall D1 + winner of playoff between fall D1 8 th and fall D2 1 st
	Div 2	10 teams - spring D1's not qualifying for fall D1 [typically 1 team] + spring D2 4 th to 7 th + spring MAPLE-D 1 st to 5 th	8 teams - Playoff loser + fall D1 9 th & 10 th + fall D2 2 nd - 5 th plus winner of playoff between fall D2 6 th & 7 th
	MAPLE-D	10 teams - spring D2 8 th + remaining spring MAPLE-D	8 teams - Playoff loser + fall D2 8 th - 10 th + fall MAPLE-D 1 st - 3 rd + winner of round robin & final among fall MAPLE-D 4 th - 7 th

¹

In the fall the default season is 9 weeks/9 games, running through the second Sunday of November; the default section size is 10.

