



# 2011-2012 Lacrosse Winter League Schedules

Dates listed below should be used as a “General Guideline”, not as the exact league start date for your team.

### Full Field High School Lacrosse

Winter 1 – October 29 <sup>th</sup>	HS Boys & Girls (8 games) - \$1900	No Bye Dates
Winter 2 – January 7 <sup>th</sup>	Varsity HS Boys & Girls (11 games) - \$2800	No Bye Dates

### Box Lacrosse

Winter 1 – October 29 <sup>th</sup>	Youth (8 games) - \$1000	No Bye Dates
Winter 2 – January 7 <sup>th</sup>	Youth (12 games) - \$1600	No Bye Dates
January 6 <sup>th</sup>	JV (11 games) - \$1500	No Bye Dates

## Anticipated Weekly Face-off Times by Division

**\*\*General start times only, be prepared to play at any or all times listed for your group.**

### Full Field High School Lacrosse Schedule

Varsity High School Boys: Saturday 7am-8pm

Varsity High School Girls: Primary day **Sunday** 4-10pm (Winter 1)

Primary day Sunday 6-10pm (Winter 2)

Secondary Day if needed Saturday 6-9pm (Both Sessions)

JV Winter 2 Full Field League: Fridays 9-10pm & Mondays 9-10pm

Shortened 7 Game Session \$2100.00

**\*\*J.V. Teams play in the Saturday League on the full field during Winter 1!**

### Box Lacrosse Schedule

3rd&4th = Saturday 12:30pm-2:30pm

5th&6th = Saturday 12:30pm-4:30pm

7th&8th = Saturday 3:30pm-9:30pm

JV Box = Saturday 4:30pm-10:30pm , Friday 8:00-10:00pm

**\*\*Please note:** Teams are placed in leagues on a space available basis, in the order in which they are registered and paid. The times and dates listed in the above schedule are "and/or" (e.g. Winter 1 HS Girls league plays Primarily on Sundays 4-10pm start times may also use Saturday start times from 6-10pm during Winter 1 if needed). All times indicate face-off starting times. League schedules are reviewed by The Sports Zone management and are subject to change. In addition, The Sports Zone reserves the right to modify/restructure leagues/divisions, levels, and grade categories based on player/team skill levels, age, grade, or due to space availability.