

MEMO: 69 – 18

TO : All Clubs
FROM: Alan Marquez Football Gold Coast
DATE: 3 September 2018
SUBJECT: Grand Final Draw - Juniors

Listed below is the Junior Grand Finals schedule: -

FRIDAY, 7 th SEPTEMBER					
6.15	U12 Div 3	2A	Tallebudgera Valley	v	Burleigh
6.15	U12 Div 4	2B	Palm Beach	v	Coomera
6.30	U12 Div 1	1A	Tallebudgera Valley	v	Coomera White
6.30	U12 Div 2	1B	Canungra Owls	v	Tamborine
7.25	U12 G Div 2	2A	Musgrave	v	Canungra
7.25	U12 G Div 1	2B	Coomera	v	Nerang
7.40	U12 JPL	1A	Magic Utd	v	Southern Cross
SATURDAY, 8 th SEPTEMBER					
8.15	U13 Div 1	2	Tweed Utd	v	Nerang
8.30	U13 JPL	1	Magic Utd	v	Southern Cross
9.30	U14 Div 2	2	Coomera	v	Palm Beach
9.45	U14 JPL	1	GC Knights	v	Southern Cross
11.05	U14 Div 3	2	Pacific Pines	v	Burleigh Heads
11.20	U14 Div 1	1	Ormeau	v	Pacific Pines
12.20	U15 Div 1	2	Magic Utd	v	Southport
12.35	U15 JPL	1	Southern Cross	v	Runaway Bay

2.00	U15 Div 2	2	Mudgeeraba	v	Robina
2.25	U16 JPL	1	Nerang	v	Mudgeeraba
3.45	U18 Div 1	2	Musgrave	v	Tweed Utd
4.05	U18 JPL	1	Nerang	v	Palm Beach
SUNDAY, 9th SEPTEMBER					
8.45	U13 Div 3	2	Ormeau	v	Kingscliff
9.00	U13 Div 2	1	Murwillumbah	v	Runaway Bay
10.10	U13/14 G Div 2	2	Nerang	v	Kingscliff
10.25	U13/14 G Div 1	1	Robina City	v	Magic
11.35	U15/16 G Div 2	2	Canungra Owls	v	Kingscliff
12.00	U15/16 G Div 1	1	Pacific Pines	v	Robina
1.15	U16 Div 2	2	Coomera	v	Tweed Utd
1.40	U16 Div 1	1	Mudgeeraba	v	Musgrave

- As we are running on a tight schedule, all teams **must** be ready to play 10 minutes prior to kick-off.
- All games must have a result, therefore in the event of a draw after normal time an extra 10 minutes each way will be played and if after the extra time period it is still a draw then a penalty shoot-out will determine the winner.
- In the event of a clash of playing strip it will be the responsibility of the lowest ranked team to provide an alternate strip.
- In the event that the Croatian Sports Centre is unavailable due to wet weather, Football Gold Coast will make alternative arrangements to have the games played this weekend.