

2019-2020 BCLA SUBWAY YOUTH FIELD PROVINCIAL CHAMPIONSHIPS														
U15 TIER 1 AND 2														
February 14-17, 2020														
HOST: Richmond and Vancouver Lacrosse Associations														
Minoru Park - 7191 Granville Ave, Richmond														
COACHES MEETING Friday, February 14th at 11:30 AM														
Minoru Arena -Mezzanine - 7551 Minoru Gate, Richmond														
Minoru 1					Minoru 2					Minoru 3				
Time	Home Team	Score	Away Team	Score	Time	Home Team	Score	Away Team	Score	Time	Home Team	Score	Away Team	Score
02:30 PM	T2 Rich/Van	15	T2 Port Coquitlam	2	02:30 PM	T2 North Island	3	T2 Delta	20	02:30 PM	T1 Adanacs 1	14	T1 Victoria	4
04:00 PM	T2 Victoria 2	1	T2 Surrey	15	04:00 PM	T2 Burnaby	8	T2 Kamloops	4	04:00 PM	T1 Ridge Meadows 1	12	T1 Pac Rim	7
Friday, February 14, 2020														
Saturday, February 15, 2020														
					08:30 AM	T1 Victoria	6	T1 Ridge Meadows 1	8	08:30 AM	T1 Pac Rim	7	T1 Langley 1	11
					10:00 AM	T2 Port Coquitlam	13	T2 North Island	6	10:00 AM	T2 Delta	5	T2 Rich/Van	11
					12:45 PM	T1 Adanacs 1	8	T1 Ridge Meadows 1	7	12:45 PM	T2 Surrey	10	T2 Burnaby	7
					02:15 PM	T1 Victoria	9	T1 Pac Rim	9					
					05:00 PM	T2 Kamloops	8	T2 Victoria 2	5	05:00 PM	T1 Langley 1	7	T1 Adanacs 1	10
Sunday, February 16, 2020														
11:00 AM	T1 Pac Rim	6	T1 Adanacs 1	13	10:00 AM	T2 Rich/Van	8	T2 North Island	2	10:00 AM	T2 Delta	17	T2 Port Coquitlam	8
12:30 PM	T1 Langley 1	1	T1 Ridge Meadows	16	11:30 AM	T2 Victoria 2	3	T2 Burnaby	13	11:30 AM	T2 Surrey	4	T2 Kamloops	7
04:30 PM	T1 Victoria	9	T1 Langley 1	11	04:00 PM	T2 Pool 1 - 1 st Place Rich/Van	7	T2 Pool 2 - 2 nd Place Surrey	4	04:00 PM	T2 Pool 2 - 1 st Place Burnaby	8	T2 Pool 1 - 2 nd Place Delta	10
Monday, February 17, 2020														
11:30 AM	U15-2 Gold Game Rich/Van	9	U15-2 Gold Game Delta	6						11:15 AM	U15-2 Bronze Game Surrey	8	U15-2 Bronze Game Burnaby	6
03:00 PM	U15-1 Gold Game Adanacs 1	8	U15-1 Gold Game Ridge Meadows 1	9						02:45 PM	U15-1 Bronze Game Langley 1	10OT	U15-1 Bronze Game Victoria	11OT