

AYSO U12 GIRLS FALL SCHEDULE 2025

Final	Date	Home	Score	Away	Score	Location	Time
1	9/6/2025	12uG-GV3		12uG-GV2		Glenview	12:30 PM
1	9/6/2025	12uG-GV4		12uG-GV1		Glenview	2:00 PM
1	9/6/2025	12uG-GL1		12uG-MD1		Grayslake	2:00 PM
1	9/6/2025	12uG-LF2		12uG-LF1		Lake Forest	12:00 PM
2	9/13/2025	12uG-GV4		12uG-GV2		Glenview	12:30 PM
2	9/13/2025	12uG-GV1		12uG-LF2		Glenview	2:00 PM
2	9/13/2025	12uG-LF1		12uG-GL1		Lake Forest	12:00 PM
2	9/13/2025	12uG-MD1		12uG-GV3		xDLSC	12:00 PM
3	9/20/2025	12uG-GV3		12uG-LF2		Glenview	2:00 PM
3	9/20/2025	12uG-GV4		12uG-MD1		Glenview	12:30 PM
3	9/20/2025	12uG-GL1		12uG-GV2		Grayslake	12:30 PM
3	9/20/2025	12uG-LF1		12uG-GV1		Lake Forest	2:00 PM
4	9/27/2025	12uG-GV2		12uG-GV1		Glenview	12:30 PM
4	9/27/2025	12uG-GV3		12uG-LF1		Glenview	2:00 PM
4	9/27/2025	12uG-GL1		12uG-GV4		Grayslake	12:30 PM
4	9/27/2025	12uG-MD1		12uG-LF2		xDLSC	12:00 PM
5	10/4/2025	12uG-GV4		12uG-GV3		Glenview	12:30 PM
5	10/4/2025	12uG-GV1		12uG-GL1		Glenview	2:00 PM
5	10/4/2025	12uG-LF2		12uG-GV2		Lake Forest	1:30 PM
5	10/4/2025	12uG-MD1		12uG-LF1		xDLSC	12:00 PM
6	10/11/2025	12uG-GV2		12uG-LF1		Glenview	12:30 PM
6	10/11/2025	12uG-GV4		12uG-LF2		Glenview	2:00 PM
6	10/11/2025	12uG-GL1		12uG-GV3		Grayslake	2:00 PM
6	10/11/2025	12uG-MD1		12uG-GV1		xDLSC	12:00 PM
7	10/18/2025	12uG-GV3		12uG-GV1		Glenview	12:30 PM
7	10/18/2025	12uG-GV2		12uG-MD1		Glenview	2:00 PM
7	10/18/2025	12uG-GL1		12uG-LF2		Grayslake	2:00 PM
7	10/18/2025	12uG-LF1		12uG-GV4		Lake Forest	1:30 PM
8	10/25/2025	12uG-GV3		12uG-GV2		Glenview	2:00 PM
8	10/25/2025	12uG-GV4		12uG-GV1		Glenview	12:30 PM
8	10/25/2025	12uG-LF2		12uG-LF1		Lake Forest	1:30 PM
8	10/25/2025	12uG-MD1		12uG-GL1		xDLSC	12:00 PM
9	11/1/2025	Make-Up		Make-Up			

Home games at West Campus, 300 S. Waukegan Road, Lake Forest.

Glenview (GV) games at Attea Middle School, 2500 Chestnut Ave, Glenview, IL 60026

Grayslake (GL) games at Alleghany Park Field #9 31999 N Alleghany Rd, Grayslake, IL 60030

Mundelein (MD) games at DLSC 26630 IL-83, Mundelein, IL 60060

NO PETS ARE ALLOWED AT THE FIELD