

BU10

Fall 2011 Missouri Parks & Recreation Association Cup

Pool A					Tie Breaker Calculations			
BU10	GP	W	T	L	Points	GA	GF	GD
A1 Brian Smock	2	1	1	0	14	3	4	1
A2 Pup Sieger	2	1	1	0	15	4	6	3
A3 Kenneth Bandelier	2	0	1	1	4	2	1	-1
A4 Bob Ripplinger	2	0	1	1	5	4	2	-3

Pool B					Tie Breaker Calculations			
BU10	GP	W	T	L	Points	GA	GF	GD
B1 Rob Schlicht	2	1	0	1	11	3	4	1
B2 Gary Cooley	2	2	0	0	17	2	5	3
B3 Craig Dalrymple	2	0	0	2	0	6	0	-6
B4 Trafton Creemer	2	1	0	1	11	2	4	2

Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
BU10	Sat, Oct 22	1	12	8:00 AM	A1	Brian Smock	A2	Pup Sieger	3	3
BU10	Sat, Oct 22	2	12	9:05 AM	A3	Kenneth Bandelier	A4	Bob Ripplinger	1	1
BU10	Sat, Oct 22	3	12	10:10 AM	B1	Rob Schlicht	B2	Gary Cooley	1	3
BU10	Sat, Oct 22	4	12	11:15 AM	B3	Craig Dalrymple	B4	Trafton Creemer	0	10
BU10	Sat, Oct 22	5	12	12:20 PM	A1	Brian Smock	A3	Kenneth Bandelier	1	0
BU10	Sat, Oct 22	6	12	1:25 PM	A2	Pup Sieger	A4	Bob Ripplinger	6	1
BU10	Sat, Oct 22	7	12	2:30 PM	B1	Rob Schlicht	B3	Craig Dalrymple	4	0
BU10	Sat, Oct 22	8	12	3:35 PM	B2	Gary Cooley	B4	Trafton Creemer	2	1
BU10	Sun, Oct 23	9	11	9:05 AM	B1	Rob Schlicht	B4	Trafton Creemer		
BU10	Sun, Oct 23	10	12	9:05 AM	B2	Gary Cooley	B3	Craig Dalrymple		
BU10	Sun, Oct 23	11	11	10:10 AM	A1	Brian Smock	A4	Bob Ripplinger		
BU10	Sun, Oct 23	12	12	10:10 AM	A2	Pup Sieger	A3	Kenneth Bandelier		

Championship Game

BU10	Sun, Oct 23	13	11	12:30 PM	A	B		
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Pool Play

Same rules as the regular season apply. Games can end in a tie. Forfeit is recorded as a 3-0 score.

Pool play games will get receive the following points (10 Point System):

WIN - 6pts for a WIN, plus 1pt per goal scored up to 3 goals, plus 1pt if a shutout (no shutout points if 0-0 tie)

TIE - 3 pts for a TIE plus 1pt per goal scored up to 3 goals.

LOSS - 0pts for a LOSS plus 1pt per goal up to 3 goals

Pool Play Winner

Pool Play Winner will be determined by the highest point total.

In pool play, ties in team points between 2 or more teams will be broken by:

- 1 Head to Head results between the tied teams
- 2 Goals against (3 goals maximum per game)
- 3 Goals for (3 goals maximum per game)
- 4 Goal difference (total goals for minus total goals against; 3 goals maximum per game)
- 5 Coin Flip

Championship Round

The championship round will consist of one game between the Pool A winner and Pool B winner.

Same rules as the regular season apply. Games **can not** end in a tie.

Overtime (one 5 min golden goal period. If still a tie, Shootout)