

GU10

Fall 2011 Missouri Parks & Recreation Association Cup

Pool A					Tie Breaker Calculations			
GU10	GP	W	D	L	Points	GA	GF	GD
A1 Mark Sumpter	2	1	0	1	11	3	4	0
A2 Matthew Hogan	2	1	0	1	9	4	3	-1
A3 Scott Finnerty	2	1	0	1	10	4	4	0
A4 Edward Zuniga	1	1	0	0	9	1	3	3

Team A4 will only have 2 pool play games. Pool Play winner will be determined by average points.

Pool B					Tie Breaker Calculations			
GU10	GP	W	D	L	Points	GA	GF	GD
B1 Austin Bullard	2	1	1	0	15	2	5	3
B2 Cody Swope	1	0	1	0	5	2	2	0
B3 Jami Miller	2	0	0	2	1	6	1	-5

Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
GU10	Sat, Oct 22	1	7	11:15 AM	A1	Mark Sumpter	A2	Matthew Hogan	4	0
GU10	Sat, Oct 22	2	6	11:15 AM	A3	Scott Finnerty	B3	Jami Miller	3	1
GU10	Sat, Oct 22	3	7	12:20 PM	B1	Austin Bullard	B2	Cody Swope	2	2
GU10	Sat, Oct 22	4	6	3:35 PM	A1	Mark Sumpter	A4	Edward Zuniga	1	6
GU10	Sat, Oct 22	5	7	4:40 PM	A2	Matthew Hogan	A3	Scott Finnerty	3	1
GU10	Sat, Oct 22	6	6	4:40 PM	B1	Austin Bullard	B3	Jami Miller	10	0
GU10	Sun, Oct 23	7	7	8:00 AM	A2	Matthew Hogan	B2	Cody Swope		
GU10	Sun, Oct 23	8	7	9:05 AM	A1	Mark Sumpter	A3	Scott Finnerty		
GU10	Sun, Oct 23	9	6	10:10 AM	B1	Austin Bullard	A4	Edward Zuniga		
GU10	Sun, Oct 23	10	7	10:10 AM	B2	Cody Swope	B3	Jami Miller		

Championship Game

GU10	Sun, Oct 23	11	11	1:45 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)