

GU12

Fall 2011 Missouri Parks & Recreation Association Cup

Pool A					Tie Breaker Calculations			
GU12	GP	W	D	L	Points	GA	GF	GD
A1 Brian Franciskato	2	2	0	0	18	2	6	6
A2 Matt Ranville	2	0	0	2	1	4	1	-4
A3 Cameron Karim	2	0	1	1	6	5	3	-3
A4 John Tebbe	2	1	1	0	13	2	3	1

Pool B					Tie Breaker Calculations			
GU12	GP	W	D	L	Points	GA	GF	GD
B1 Joe Hood	2	1	0	1	10	3	4	1
B2 J Cok	2	1	1	0	11	1	2	1
B3 Brian McHenry	2	0	0	2	1	5	1	-4
B4 Jeff Macko	2	1	1	0	12	0	2	2

Pool C					Tie Breaker Calculations			
GU12	GP	W	D	L	Points	GA	GF	GD
C1 Don Lennard	1	1	0	0	9	1	3	3
C2 Jeff Case	1	0	0	1	1	3	1	-2
C3 Jay Cox	2	1	0	1	10	4	4	-1

Team C1 will only have 2 pool play games. Pool Play winner will be determined by average points.

Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
GU12	Sat, Oct 22	1	4	8:00 AM	C1	Don Lennard	C3	Jay Cox	6	1
GU12	Sat, Oct 22	2	16	8:00 AM	A3	Cameron Karim	A4	John Tebbe	2	2
GU12	Sat, Oct 22	3	4	9:05 AM	A1	Brian Franciskato	A2	Matt Ranville	6	1
GU12	Sat, Oct 22	4	16	9:05 AM	B3	Brian McHenry	B4	Jeff Macko	0	2
GU12	Sat, Oct 22	5	4	10:10 AM	B1	Joe Hood	B2	J Cok	1	2
GU12	Sat, Oct 22	6	4	12:20 PM	C2	Jeff Case	C3	Jay Cox	1	3
GU12	Sat, Oct 22	7	4	2:30 PM	A1	Brian Franciskato	A3	Cameron Karim	5	1
GU12	Sat, Oct 22	8	5	3:35 PM	B1	Joe Hood	B3	Brian McHenry	3	1
GU12	Sat, Oct 22	9	4	3:35 PM	A2	Matt Ranville	A4	John Tebbe	0	1
GU12	Sat, Oct 22	10	5	4:40 PM	B2	J Cok	B4	Jeff Macko	0	0
GU12	Sat, Oct 22	11	4	4:40 PM	C1	Don Lennard	C2	Jeff Case		
GU12	Sun, Oct 23	12	4	8:00 AM	A1	Brian Franciskato	B1	Joe Hood		
GU12	Sun, Oct 23	13	5	8:00 AM	A2	Matt Ranville	A3	Cameron Karim		
GU12	Sun, Oct 23	14	4	9:05 AM	B2	J Cok	B3	Brian McHenry		
GU12	Sun, Oct 23	15	5	9:05 AM	A4	John Tebbe	C2	Jeff Case		
GU12	Sun, Oct 23	16	16	9:05 AM	C3	Jay Cox	B4	Jeff Macko		

Semi-Final Games

GU12	Sun, Oct 23	17	4	11:15 AM	A	B		
GU12	Sun, Oct 23	18	5	11:15 AM	C	WC		

Championship Game

GU12	Sun, Oct 23	19	4	3:35 PM	A/B	C/WC		
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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

Wild Card

One wild card team will advance to the Semi-finals and will be determined by the highest point total.

If a tie exists in team points between 2 or more teams will be broken by:

See Pool Play Winner Tie Breaker

Semi-Finals & Championship Round

Two semi-final games will be played and one Championship game.

The championship round will consist of one game between the winners of each semi-final.

Same rules as the regular season apply. Games can not end in a tie. If tied;

Semi-Final: Shootout (No Overtime)

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