

# GU12

LSSA Recreational Soccer - Spring 2010

Pool A								
GU12	GP	W	D	L	GS	GA	GD	Points
A1 Kelly Shoop	0	0	0	0	0	0	0	0
A2 Kent Cooper	0	0	0	0	0	0	0	0
A3 Brian Franciskato	0	0	0	0	0	0	0	0

Pool B								
GU12	GP	W	D	L	GS	GA	GD	Points
B1 Chris Paxton	0	0	0	0	0	0	0	0
B2 Jon Haley	0	0	0	0	0	0	0	0
B3 Jon Shawver	0	0	0	0	0	0	0	0

Pool C								
GU12	GP	W	D	L	GS	GA	GD	Points
C1 Mike Hilbert	0	0	0	0	0	0	0	0
C2 Neal Lowery	0	0	0	0	0	0	0	0
C3 Kirk Talpers	0	0	0	0	0	0	0	0
C4 John Thomas	0	0	0	0	0	0	0	0

## Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
GU12	Sat, May 15	1	13	8:00	A1	Kelly Shoop	A2	Kent Cooper		
GU12	Sat, May 15	2	14	8:00	B1	Chris Paxton	B2	Jon Haley		
GU12	Sat, May 15	3	13	9:05	A3	Brian Franciskato	B3	Jon Shawver		
GU12	Sat, May 15	4	14	9:05	C1	Mike Hilbert	C2	Neal Lowery		
GU12	Sat, May 15	5	14	10:10	C3	Kirk Talpers	C4	John Thomas		
GU12	Sat, May 15	6	14	11:15	A1	Kelly Shoop	A3	Brian Franciskato		
GU12	Sat, May 15	7	14	12:20	A2	Kent Cooper	B2	Jon Haley		
GU12	Sat, May 15	8	14	1:25	B1	Chris Paxton	B3	Jon Shawver		
GU12	Sat, May 15	9	14	2:30	C1	Mike Hilbert	C3	Kirk Talpers		
GU12	Sat, May 15	10	14	3:35	C2	Neal Lowery	C4	John Thomas		
GU12	Sat, May 15	11	14	4:40	A2	Kent Cooper	A3	Brian Franciskato		
GU12	Sun, May 16	12	13	10:10	A1	Kelly Shoop	B1	Chris Paxton		
GU12	Sun, May 16	13	14	10:10	B2	Jon Haley	B3	Jon Shawver		
GU12	Sun, May 16	14	14	11:15	C2	Neal Lowery	C3	Kirk Talpers		
GU12	Sun, May 16	15	14	12:20	C1	Mike Hilbert	C4	John Thomas		

## Semi-Final Games

GU12	Sun, May 16	16	13	2:30	A	B		
GU12	Sun, May 16	17	14	2:30	C	WC		

## Championship Game

GU12	Sun, May 16	18	14	4:40	A/B	C/WC		
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## Pool Play

Same rules as the regular season apply. Games can end in a tie.  
Pool play games will get 3 points for a Win, 1 point for a Tie, and 0 points for a Loss  
Teams were selected by a random draw.

## 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 in pool play
- 3 Goal difference in pool play
- 4 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:

- 1 Goals against in pool play
- 2 Goal difference in pool play
- 3 Coin Flip

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