

GU7 Comets

Fall 2011 Missouri Parks & Recreation Association Cup

Pool A					Tie Breaker Calculations							
GU7 Comets					GP	W	D	L	Points	GA	GF	GD
A1	Bret Gerhart				2	2	0	0	19	3	6	6
A2	Mike House				2	1	0	1	12	4	6	-1
A3	Rick Mesz				2	1	0	1	9	3	2	-1
A4	Ryan Frank				2	0	0	2	1	5	1	-4

Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
GU7 Comets	Sat, Oct 22	1	15	8:00 AM	A1	Bret Gerhart	A2	Mike House	6	3
GU7 Comets	Sat, Oct 22	2	15	9:00 AM	A3	Rick Mesz	A4	Ryan Frank	2	0
GU7 Comets	Sat, Oct 22	3	15	1:00 PM	A1	Bret Gerhart	A3	Rick Mesz	3	0
GU7 Comets	Sat, Oct 22	4	15	2:00 PM	A2	Mike House	A4	Ryan Frank	3	1
GU7 Comets	Sun, Oct 23	5	15	10:00 AM	A1	Bret Gerhart	A4	Ryan Frank		
GU7 Comets	Sun, Oct 23	6	13	10:00 AM	A2	Mike House	A3	Rick Mesz		

Championship Game

GU7 Comets	Sun, Oct 23	7	15	2:00 PM						
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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

Two Pool Play Winners will be determined by the two highest point totals.

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 two highest point totals in pool play.

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)