

GU8 - Comets

LSSA Recreational Soccer - Spring 2010

Pool A									
GU8 - Comets	GP	W	D	L	GS	GA	GD	Points	
A1 Mark Sumpter	0	0	0	0	0	0	0	0	0
A2 Matt Snyder	0	0	0	0	0	0	0	0	0
A3 Sam Prasil	0	0	0	0	0	0	0	0	0
A4 Carl Calcara	0	0	0	0	0	0	0	0	0

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

Pool B									
GU8 - Comets	GP	W	D	L	GS	GA	GD	Points	
B1 Kerri Kay	0	0	0	0	0	0	0	0	0
B2 Charles Reynolds	0	0	0	0	0	0	0	0	0
B3 Scott Finnerty	0	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
GU8 - Comets	Sat, May 15	1	12	12:00	A1	Mark Sumpter	A2	Matt Snyder		
GU8 - Comets	Sat, May 15	2	12	1:00	A3	Sam Prasil	B3	Scott Finnerty		
GU8 - Comets	Sat, May 15	3	12	2:00	B1	Kerri Kay	B2	Charles Reynolds		
GU8 - Comets	Sat, May 15	4	12	3:00	A1	Mark Sumpter	A4	Carl Calcara		
GU8 - Comets	Sat, May 15	5	12	4:00	A2	Matt Snyder	A3	Sam Prasil		
GU8 - Comets	Sat, May 15	6	12	5:00	B1	Kerri Kay	B3	Scott Finnerty		
GU8 - Comets	Sun, May 16	7	10	10:00	A2	Matt Snyder	B2	Charles Reynolds		
GU8 - Comets	Sun, May 16	8	12	10:00	A1	Mark Sumpter	A3	Sam Prasil		
GU8 - Comets	Sun, May 16	9	10	11:00	B1	Kerri Kay	A4	Carl Calcara		
GU8 - Comets	Sun, May 16	10	12	12:00	B2	Charles Reynolds	B3	Scott Finnerty		

Championship Game

GU8 - Comets	Sun, May 16	11	12	2:00	A		B			
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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

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)