

GU8 Comets

Fall 2011 Missouri Parks & Recreation Association Cup

Pool A					Tie Breaker Calculations			
GU8 Comets	GP	W	D	L	Points	GA	GF	GD
A1 Marybeth Hope	2	2	0	0	18	2	5	4
A2 Travis Loyd	2	1	0	1	9	4	3	-1
A3 Raedel Vail	2	1	0	1	11	3	4	0
A4 Scott Ward	2	0	0	2	2	5	2	-3

Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
GU8 Comets	Sat, Oct 22	1	13	8:00 AM	A1	Marybeth Hope	A2	Travis Loyd	2	0
GU8 Comets	Sat, Oct 22	2	13	9:00 AM	A3	Raedel Vail	A4	Scott Ward	2	0
GU8 Comets	Sat, Oct 22	3	13	1:00 PM	A1	Marybeth Hope	A3	Raedel Vail	4	2
GU8 Comets	Sat, Oct 22	4	13	2:00 PM	A2	Travis Loyd	A4	Scott Ward	3	2
GU8 Comets	Sun, Oct 23	5	13	11:00 AM	A1	Marybeth Hope	A4	Scott Ward		
GU8 Comets	Sun, Oct 23	6	15	11:00 AM	A2	Travis Loyd	A3	Raedel Vail		

Championship Game

GU8 Comets	Sun, Oct 23	7	13	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)