

GU9

LSSA Recreational Soccer - Spring 2010

Pool A								
GU9	GP	W	D	L	GS	GA	GD	Points
A1 Ray Webb	0	0	0	0	0	0	0	0
A2 TJ Carver	0	0	0	0	0	0	0	0
A3 Brian McMichael	0	0	0	0	0	0	0	0
A4 Jay Cox	0	0	0	0	0	0	0	0

Pool B								
GU9	GP	W	D	L	GS	GA	GD	Points
B1 Tom Ross	0	0	0	0	0	0	0	0
B2 Joe Hood	0	0	0	0	0	0	0	0
B3 Brian McHenry	0	0	0	0	0	0	0	0
B4 John Tebbe	0	0	0	0	0	0	0	0

Pool C								
GU9	GP	W	D	L	GS	GA	GD	Points
C1 BZ Parscale	0	0	0	0	0	0	0	0
C2 Jeff Macko	0	0	0	0	0	0	0	0
C3 Brandon Cronley	0	0	0	0	0	0	0	0

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
GU9	Sat, May 15	1	6	10:10	C1	BZ Parscale	C3	Brandon Cronley		
GU9	Sat, May 15	2	7	10:10	A1	Ray Webb	A2	TJ Carver		
GU9	Sat, May 15	3	6	11:15	A3	Brian McMichael	A4	Jay Cox		
GU9	Sat, May 15	4	7	11:15	B1	Tom Ross	B2	Joe Hood		
GU9	Sat, May 15	5	6	1:25	B3	Brian McHenry	B4	John Tebbe		
GU9	Sat, May 15	6	7	1:25	C2	Jeff Macko	C3	Brandon Cronley		
GU9	Sat, May 15	7	6	3:35	A1	Ray Webb	A3	Brian McMichael		
GU9	Sat, May 15	8	7	3:35	B1	Tom Ross	B3	Brian McHenry		
GU9	Sat, May 15	9	6	4:40	A2	TJ Carver	A4	Jay Cox		
GU9	Sat, May 15	10	7	4:40	B2	Joe Hood	B4	John Tebbe		
GU9	Sun, May 16	11	6	8:00	C1	BZ Parscale	C2	Jeff Macko		
GU9	Sun, May 16	12	7	8:00	A1	Ray Webb	B1	Tom Ross		
GU9	Sun, May 16	13	6	9:05	A2	TJ Carver	A3	Brian McMichael		
GU9	Sun, May 16	14	7	9:05	B2	Joe Hood	B3	Brian McHenry		
GU9	Sun, May 16	15	6	10:10	A4	Jay Cox	C2	Jeff Macko		
GU9	Sun, May 16	16	7	10:10	C3	Brandon Cronley	B4	John Tebbe		

Semi-Final Games

GU9	Sun, May 16	17	6	2:30	A	B		
GU9	Sun, May 16	18	7	2:30	C	WC		

Championship Game

GU9	Sun, May 16	19	6	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 (Max of 5 goal difference per game)
- 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)