

# GU9 Sporting KC

## Fall 2011 Missouri Parks & Recreation Association Cup

Pool A					Tie Breaker Calculations			
GU9 Sporting KC	GP	W	D	L	Points	GA	GF	GD
A1 Brian Franciskato	2	1	1	0	16	3	6	3
A2 Michael Davis	2	1	1	0	16	3	6	3
A3 Pat Brown	2	1	0	1	9	6	3	-2

Pool B					Tie Breaker Calculations			
GU9 Sporting KC	GP	W	D	L	Points	GA	GF	GD
B1 Tim Kirkpatrick	2	2	0	0	19	1	6	5
B2 Jeff Macko	2	0	0	2	1	6	1	-5
B3 Andre Vasseur	2	0	0	2	3	6	3	-4

### Pool Play Games

Division	Week	Game	Field	Time	Away Team	Away Coach	Home Team	Home Coach	Away Score	Home Score
GU9 Sporting KC	Sat, Oct 22	1	6	8:00 AM	A1	Brian Franciskato	A2	Michael Davis	4	4
GU9 Sporting KC	Sat, Oct 22	2	6	9:05 AM	A3	Pat Brown	B3	Andre Vasseur	5	4
GU9 Sporting KC	Sat, Oct 22	3	6	10:10 AM	B1	Tim Kirkpatrick	B2	Jeff Macko	3	1
GU9 Sporting KC	Sat, Oct 22	4	6	12:20 PM	A1	Brian Franciskato	A3	Pat Brown	5	0
GU9 Sporting KC	Sat, Oct 22	5	6	1:25 PM	B1	Tim Kirkpatrick	B3	Andre Vasseur	4	0
GU9 Sporting KC	Sat, Oct 22	6	6	2:30 PM	A2	Michael Davis	B2	Jeff Macko	4	0
GU9 Sporting KC	Sun, Oct 23	7	12	11:15 AM	A1	Brian Franciskato	B1	Tim Kirkpatrick		
GU9 Sporting KC	Sun, Oct 23	8	6	11:15 AM	A2	Michael Davis	A3	Pat Brown		
GU9 Sporting KC	Sun, Oct 23	9	7	11:15 AM	B2	Jeff Macko	B3	Andre Vasseur		

### Championship Game

GU9 Sporting KC	Sun, Oct 23	10	11	3:15 PM	A		B	Tim Kirkpatrick		
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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

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 (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 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)