



# U11 Boys Divison

VERSION 2

Cornerstone Park, Littleton, Sunday, September 20th, 2015

## POOL PLAY RESULTS

Seed	Team Name	Wins	Losses	Ties
<b>Pool A</b>				
2	Brandsma Thunder	I	I	I
4	Donkeys 2.0		II	I
1	Native	III		
3	The LaXMen		I	II
<b>Pool B</b>				
3	Bears	I	II	
4	Mountain Rockman		III	
1	Run DLC	III		
2	WP Flow	II	I	

Seeding ties will be broken using the following criteria:

1. Head-to-Head results between the tied teams
2. Total goals allowed in Pool Play games
3. Total goal differential in Pool Play games
4. Goals allowed in each of the teams' first Pool Play games of the day
5. Goal differential in each of the teams' first Pool Play games of the day
6. Goals allowed in each of the teams' second Pool Play games of the day
7. Goal differential in each of the teams' second Pool Play games of the day
8. Coin flip

\*\*For a tie-breaker scenario involving three or more teams, head-to-head will not apply unless the tied teams all played each other in pool play. If the tied teams did not all play each other in pool play, criteria #2 will be the first condition considered. If criteria #2 does not break the tie, criteria will be considered according to the list above.

\*If at any point during a 3 (or more) way tiebreak a team's seed is determined, the remaining teams will be subject to all tiebreak criteria.

Winning team is in **BOLD**

## POOL PLAY

Game	Time	Field #	Home (Dark)	vs	Away (Light)	Score
<b>Pool A</b>						
A1	10:00 AM	3	Donkeys 2.0		<b>Native</b>	3-0
A2	10:00 AM	4	The LaXMen		Brandsma Thunder	0-0
A3	11:00 AM	2	Donkeys 2.0		The LaXMen	2-2
A4	11:00 AM	3	<b>Native</b>		Brandsma Thunder	4-1
A5	12:00 PM	4	<b>Brandsma Thunder</b>		Donkeys 2.0	3-1
A6	12:00 PM	5	The LaXMen		<b>Native</b>	1-0
<b>Pool B</b>						
B1	10:00 AM	5	<b>Run DLC</b>		Mountain Rockman	1-0
B2	10:20 AM	5	<b>WP Flow</b>		Bears	1-0
B3	11:00 AM	4	<b>Run DLC</b>		WP Flow	3-0
B4	11:00 AM	5	Mountain Rockman		<b>Bears</b>	1-0
B5	12:20 PM	1	Bears		<b>Run DLC</b>	4-0
B6	12:20 PM	2	<b>WP Flow</b>		Mountain Rockman	1-0

## PLAYOFF BRACKET

