

U18 HS Standings (as of Feb. 13 2012)

Current Standings:

<u>Team</u>	<u>Wins</u>	<u>Losses</u>	<u>Ties</u>	<u>Points</u>	<u>Goal Diff.</u>	<u>Gls. Agst</u>	<u>Goals For</u>
Stonewall 2.0	0	0	0	0	-3	9	5
Rivedale	1	1	0	3	+3	5	9
Great Balls	0	0	1	1	0	11	11
MC United	0	1	1	1	0	11	11
Spartans	1	0	0	3	+1	4	5
K-Town	0	1	0	0	-1	5	4

*3 points for a win, 1 point for a tie, 0 points for a loss

*Goal difference is based on goals scored minus goals allowed **UP TO 3 per game!**
 (teams may not generate a goal difference of greater or fewer than three goals
 in each league and tournament game)

Tie break procedure to determine seeding is as follows:

- | | |
|---|-------------------|
| 1.) Points from Won/Loss Record | 4.) Goals Allowed |
| 2.) Head to Head | 5.) Goals Scored |
| 3.) Goal Differential (+3 or -3 gls/game) | 6.) Coin Toss |

Game Log:

Feb. 9	Stonewall	vs	Riverdale
	5		9
	Great Balls	vs	MC United
	11		11
	Spartans	vs	Ktown
	5		4
Feb. 16		vs	
		vs	
		vs	
Feb. 23		vs	
		vs	
		vs	
	6		

March. 1		vs	
			vs
			vs
Mar. 8		vs	
		vs	
		vs	
Mar. 15			Tournament
			(See Below)
(Groups)	<u>Group A</u>		<u>Group B</u>
	#1		#2
	#4		#3

6:00	vs.		7:20	vs.	
6:20	vs.		7:40	vs.	
6:40	vs.		8:00	Grp. A 3rd vs. Grp. B 3rd	
7:00	vs.		8:20	Grp. B 2nd vs. Grp. A 2nd	
Championship	8:40	Grp. A 1st vs. Grp. B 1st			

Format: All games will consist of 18 minutes (no half-time), with ties permitted in pool play. Ties in cross-pool games for 1st, 3rd, and 5th place, will be solved with extra time by removing the GK's. The team not receiving the game kick-off is awarded the OT kick-off. **Goals may NOT be scored directly from kick-off in OT!** OT will use Golden Goal format - 1st team to score, wins. *OT is 5 vs. 5 with no GK's.*