Time	Hanor Bink	Middle Diele	Como Numbor	Uomo Toom	A.v.ov. Toom
<u>Time</u> 10-10:21am	Upper Rink SQ1	<u>Middle Rink</u> SQ2	<u>Game Number</u> SQ1		Away Team
				Squirt 1	Squirt 2
10:25-10:46am	PW1	PW2	SQ2	Squirt 3	Squirt 4
10:50-11:11am	SQ3	SQ4	SQ3	Squirt 1	Squirt 3
11:15-11:36am	PW3	PW4	SQ4	Squirt 2	Squirt 4
11:36-11:45	505	Chuck-a-Puck	SQ5	Squirt 2	Squirt 3
11:45-12:06pm	SQ5	SQ6	SQ6	Squirt 4	Squirt 1
12:10-12:36pm	PW5	PW6	D14/4	D	D
12:36-1:15 pm	Resurface	Resurface	PW1	Peewee 1	Peewee 2
1:15-1:36pm	G1	G2	PW2	Peewee 3	Peewee 4
1:40-2:01pm	B1	B2	PW3	Peewee 1	Peewee 3
2:05-2:26pm	G3	G4	PW4	Peewee 2	Peewee 4
2:30-2:51pm	B3	B4	PW5	Peewee 2	Peewee 3
2:51-3:00pm		Chuck-a-Puck	PW6	Peewee 4	Peewee 1
3:00-3:21pm	G5	G6			
3:25-3:46pm	B5	B6	B1	Bantam 1	Bantam 2
3:46-4:05pm		Resurface	B2	Bantam 3	Bantam 4
4:05-4:26pm	Resurface	A1	В3	Bantam 1	Bantam 3
4:30 - 4:51pm	A2	A3	B4	Bantam 2	Bantam 4
5:00-5:21pm	A4	A5	B5	Bantam 2	Bantam 3
5:30-5:51pm	A6	A7	В6	Bantam 4	Bantam 1
6:00-6:21pm	A8	A9			
6:21-6:30		Chuck-a-Puck	G1	Girls 1	Girls 2
6:30-6:51pm	A10	Resurface	G2	Girls 3	Girls 4
7:00-7:21pm	Resurface	Championship	G3	Girls 1	Girls 3
			G4	Girls 2	Girls 4
Games consist of 2 - 10 minute halves/1 Minute break			G5	Girls 2	Girls 3
3 v 3 format, no goalie, pond hockey "nets"			G6	Girls 4	Girls 1
Youth Division Format			A1	Adult 1	Adult 2
4 -team Round-Robin with 3 games for each team			A2	Adult 3	Adult 4
2 points for win, 1 point for tie, 0 points for loss			A3	Adult 5	Adult 1
Tie in points will be decided by:			A4	Adult 2	Adult 3
1) Head-to-head competition			A5	Adult 4	Adult 5
2) Least goals allowed			A6	Adult 1	Adult 3
3) Goal Differential			A7	Adult 2	Adult 4
4) Coin Flip			A8	Adult 5	Adult 2
Team with highest point total declared champion			A9	Adult 4	Adult 1
. 0		ı	A10	Adult 3	Adult 5
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Championship Seed 1

Seed 2

Adult Division Point Play

2 points for win, 1 point for tie, 0 points for loss Two teams with highest points will play in championship game Tie in points will be decided by:

- 1) Head-to-head competition
- 2) Least goals allowed
- 3) Goal Differential
- 4) Coin Flip