



MENS A DIVISION

LIST OF COMPETING TEAMS

BARRIE MAPLE KINGS
LONDON REAPERS
NORTH YORK HITMEN
OTTAWA GODFATHERS
SOUTHWEST COWBOYS

Tournament Format

All Games will be three (3) stopped time 10 minute periods.

Teams will play four round robin games with points awarded based on the Ballhockey.com 5 point system (2pts/win, 1pt/period won)

The top four teams will advance to the semi-finals on Sunday and will be seeded based on their point totals from the round robin.

Game	Date & Time	Rink	SCORE	Home	Visitor	SCORE
ROUND ROBIN						
RR1	Friday 9:00 PM	Blue Rink		Barrie Maple Kings	North York Hitmen	
RR2	Saturday 10:00 AM	Blue Rink		Ottawa Godfathers	Barrie Maple Kings	
RR3	Saturday 10:00 AM	Green Rink		London Reapers	Southwest Cowboys	
RR4	Saturday 1:00 PM	Blue Rink		North York Hitmen	Southwest Cowboys	
RR5	Saturday 1:00 PM	Green Rink		London Reapers	Ottawa Godfathers	
RR6	Saturday 4:00 PM	Blue Rink		Ottawa Godfathers	North York Hitmen	
RR7	Saturday 4:00 PM	Green Rink		Barrie Maple Kings	Southwest Cowboys	
RR8	Saturday 7:00 PM	Blue Rink		North York Hitmen	London Reapers	
RR9	Sunday 10:00 AM	Blue Rink		Southwest Cowboys	Ottawa Godfathers	
RR10	Sunday 10:00 AM	Green Rink		London Reapers	Barrie Maple Kings	
SEMI-FINALS						
SF1	Sunday 2:00 PM	Blue Rink		1ST SEED	4TH SEED	
SF2	Sunday 2:00 PM	Green Rink		2ND SEED	3RD SEED	
CHAMPIONSHIP GAME						
CHAMP	Sunday 5:00 PM	Blue Rink		WINNER OF SF1	WINNER OF SF2	

Elimination Games will move straight to a shootout if tied at the end of regulation (3 shooters / team)

Quarter-Final games tied at the end of regulation will play a 5-minute sudden death overtime, followed by a shootout

Semi-Final games tied at the end of regulation will play a 10-minute sudden death overtime, followed by a shootout

Championship games tied at the end of regulation, will continue until a deciding goal is scored. Periods will be 10 minutes in length.

Round Robin Tie Breaking Formula: (1) Most Points (2) Best Record (3) Head to Head (4) Goal Differential (5) Goals Against (6) Coin Flip