

## FF MINOR HOCKEY MARCH 1ST TO MARCH 13TH

Games are made by a small "v" Home team, listed first, supplies timekeeper. Practices are marked by a "-"

SUNDAY		MONDAY		TUESDAY		WEDNESDAY		THURSDAY		FRIDAY		SATURDAY	
February 28th		March 1st		March 2nd		March 3rd		March 4th		March 5th		March 6th	
IFK	52	IFK	52	IFK	52	IFK	52	IFK	52	IFK	52	IFK	52
		5:15 Novice 1 vs 2 6:15 Novice 3 vs 4	6:00 PeeWee 5 - 7:00 Bantam 4 - <b>* 8:00 Bantam Game 3</b> 9:00 Midget 3 - Ice Until 11:00 P.M.	<b>* 6:45 Atom 4th vs 1st</b> <b>* 7:45 Atom 3rd vs 2nd</b> <b>* 8:45 Bantam Game 4</b> Ice Until 10:15 P.M.	5:00 IP Tues 6:00 Novice 5 vs 3 <b>* 7:00 PeeWee 4th vs 1st</b> <b>* 8:00 PeeWee 3rd vs 2nd</b> 9:00 Midget A Ice Until 10:00 P.M.	<b>* 6:15 PeeWee 2nd vs 3rd</b> <b>* 7:15 PeeWee 1st vs 4th</b> <b>* 8:15 Bantam Game 5</b> <b>* 9:15 Midget A Championship</b> Ice Until 11:15 P.M.		8:45 to 10:15 Midget 4 -	5:30 IP Thurs <b>* 6:30 Atom 1st vs 4th</b> <b>* 7:30 Atom 2nd vs 3rd</b> <b>* 8:30 Bantam Game 6</b> Ice Until 10:30 P.M.	4:45 5:45	5:00 Novice 4 vs 1 6:00 Novice 2 vs 5		
March 7th		March 8th		March 9th		March 10th		March 11th		March 12th		March 13th	
IFK	52	IFK	52	IFK	52	IFK	52	IFK	52	IFK	52	IFK	52
	8:00 9:00 10:00	<b>* 5:15 PeeWee Consolation</b> <b>* 6:15 PeeWee Championship</b>	<b>* 6:00 Atom Consolation</b> <b>* 7:00 Atom Championship</b> <b>* 8:00 Bantam Championship</b> <b>* 9:00 Midget A Championship</b> Ice Until 11:00 P.M.	<b>* 6:45 Atom Championship</b> <b>* 7:45 Bantam Championship</b> Ice Until 9:45 P.M.	5:00 Novice 5 vs 1 <b>* 6:00 Atom Consolation</b> <b>* 7:00 PeeWee Consolation</b> <b>* 8:00 PeeWee Championship</b> Ice Until 10:00 P.M.	6:15 Novice 3 vs 1 7:15 Novice 2 vs 4 <b>* 8:15 PeeWee Consolation</b> <b>* 9:15 Midget A Championship</b> Ice Until 11:15 P.M.		8:45 to 10:15 Midget 4 -	<b>* 5:30 Atom Consolation</b> <b>* 6:30 Atom Championship</b> <b>* 7:30 PeeWee Championship</b> <b>* 8:30 Bantam Championship</b> Ice Until 10:30 P.M.	4:45 Novice 3vs2 5:45 Novice 4vs5	5:00 6:00 7:00 8:00	10:15 IP Tues 11:15 IP Thurs <b>12:15 to 2:15 Atom AA</b>	

### PLAYOFF RULES:

- 1) All teams should be dressed and ready to go on the ice as soon as the Zamboni is done reservicing between games.
- 2) All playoff series will be the best of three games. The first team to win two games wins the series.
- 3) All games will consist of three 15 minute run-time periods. The last minute of play in the third period will be Stop Time.
- 4) Each team will be allowed one (1), 30 second time out per game.
- 5) If the game is tied at the end of regulation play, there will be a 5 Minute Stop Time Sudden Death Overtime. The first team to score wins the game.
- 6) If the game is still tied there will be a 3 player Shootout. 3 players from each team will be selected and marked in the order that they will shoot, on the game sheet prior to the start of each game. Teams will alternate until all three players have taken their shot. The team that scores the most goals wins. For all Shootouts the Home Team has the option to shoot first or second.
- 7) If the game is still tied there will be a Sudden Death Shootout. The Coach will quickly decide who the next shooter will be. The three players who participated in the 3 Player Shootout will not be allowed to shoot again until all of the other players on the team have had an opportunity to shoot.
- 8) If any of the series are over after two games the third game scheduled will be used for practise time for those two teams to prepare for their next series.
- 9) The two winners of the first series will advance to the Championship. The two losers of the first series will advance to the Consolation.

**GOOD LUCK - WORK HARD - HAVE FUN**

	NOVICE	ATOM	PEEWEE	BANTAM	MIDGET
<b>* PLAYOFFS</b>	1 = The Place 2 = Taggs 3 = Armstrong Crushers 4 = Skates & Blades 5 = Times Tigers	1 = Causeway Ins. 2 = MacDonald Motors 3 = Gillon's 4 = MEC	1 = Firemen 2 = Odd Fellows 3 = Lions 4 = Green's 5 = Atom AA	1 = Holmlund 2 = Kennedy K-9's 3 = Canadian Tire 4 = Boston Pizza Royals AA	1 = Legion - A 2 = OPP - A 3 = AA Taggs 4 = Midget B