

Saturday June 25										
4 & UNDER		REF								
		Oxelgen East								
9:30		Lizards vs Bears								
12:00		Sharks vs Bears								
14:30		Lizards vs Sharks								
Saturday June 25										
6 & UNDER		HANNA 1		Age	REF	HANNA 3		Age	REF	
9:00 AM		Spartans vs Pirates		6U		Warrriors vs Knights		6U		
10:10AM		Gladiators vs Ninjas		6U		Trojans vs Samurai		6U		
11:20AM		Warriors vs Pirates		6U		Spartans vs Knights		6U		
12:30PM		Trojans vs Ninjas		6U		Gladiators vs Samurai		6U		
Friday June 24										
		Oxelgren West		Age	REF	Oxelgren East		Age	REF	Timothy West
Game 1						Game 2				Game 3
6:15 PM		Fire vs Predators		8U		Hurricanes vs Stars		8U		Storm vs Rush
7:30 PM		Arsenol vs United		10U		Celtic vs Rovers		10U		Impact vs Smash
Saturday June 25										
9:30 AM						Lizards vs Bears		4U		Arsenol vs Rangers
10:45 AM		8U Game 5				8U Game 6				8U Game 7
		Winner of 8U game 1 & 4		8U		Winner of 8U game 2 & 3		8U		Loser of 8U Game 1 & 4
12:00 PM						Sharks vs Bears		4U		United vs Rangers
1:15 PM		Loser of 8U Game 7 & 8		8U						Winner of 8U Game 7 & 8
1:30 PM						Loser of 8U Game 5 & 6		8U		Winner of 8U Game 5 & 6
2:30 PM		Lizards vs Sharks		4U						10U B-Side
2:45 PM						10U C-Side		10U		10U A-Side
4U games consist of a 15 minute warmup 2-15 minute halves and a 3 minute halftime										
6U games consist of a 10 minute warmup 2-20 minute halves and a 3 minute halftime.										
8U & 10U games consist of 2-25 minute halves and a 3 minute halftime.										
Points are awarded as follow:										
				3 pts for regulation win						
				2 pts for an overtime/shootout win						
				1 pt for overtime/shootout loss						
				1 extra pt for a shutout						
Kickers must be a combination of both male and female kickers for both teams. If the game is still tied after the first round of 5 kickers, the shooutout continues with rounds of 1 kicker per team.										
Each team must continue with kickers that have not kicked until all players have had their turn. They may then rekick if it is still required.										
If one team scores and the other does not. The team that scored is declared the winner.										
You can use a different goalie against different shooters if you wish.										