

2015 POND HOCKEY NORTH AMERICA CHAMPIONSHIP

45+ Division

Pool A			Pool B										
Team #	Team Name		Team #	Team Name									
A1	Excelsior Benefits	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>2</td><td>1</td></tr></table>	W	L	2	1	B1	Quantum Graphics	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>1</td><td>2</td></tr></table>	W	L	1	2
W	L												
2	1												
W	L												
1	2												
A2	Old Weasels	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>0</td><td>4</td></tr></table>	W	L	0	4	B2	T-NHL	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>0</td><td>3</td></tr></table>	W	L	0	3
W	L												
0	4												
W	L												
0	3												
A3	Southsiders	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>3</td><td>1</td></tr></table>	W	L	3	1	B3	Loons	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>2</td><td>1</td></tr></table>	W	L	2	1
W	L												
3	1												
W	L												
2	1												
A4	Old Puckers	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>2</td><td>1</td></tr></table>	W	L	2	1	B4	KARE 11 Velcro Brothers	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>3</td><td>0</td></tr></table>	W	L	3	0
W	L												
2	1												
W	L												
3	0												
A5	Ice Dams	<table border="1"><tr><th>W</th><th>L</th></tr><tr><td>1</td><td>1</td></tr></table>	W	L	1	1							
W	L												
1	1												

A1 - A2 7-3	Friday 2:00 PM	B1 - B2 11-4	Friday 12:00 PM
A3 - A4 7-8	Friday 3:00 PM	B3 - B4 5-17	Friday 1:00 PM
A1 - A5 2-2	Friday 4:00 PM	B1 - B3 4-5	Saturday 12:00 PM
A2 - A3 4-8	Saturday 12:00 PM	B2 - B4 4-7	Saturday 12:00 PM
A4 - A5 5-5	Saturday 12:00 PM	B1 - B4 2-8	Saturday 4:00 PM
A1 - A3 3-7	Saturday 2:00 PM	B2 - B3 2-9	Saturday 4:00 PM
A2 - A5 4-9	Saturday 4:00 PM		
A1 - A4 7-6	Saturday 4:00 PM		
A3 - A5 6-5	Sunday 9:00 AM		
A2 - A4 7-11	Sunday 9:00 AM		

Pool Seedings are determined by: (1) Win/Loss Record (2) Head-to-Head (3) Fewest Goals Allowed (4) Most Goals Scored (5) Coin Flip

Teams to Advance:
Top 4 Teams in each Pool

