



HockeySeed Adult Roller Hockey Tournament Schedule

To all of the great people who are coming to our tournament this Friday night (and helping out Hockey Seed efforts), thank you so much! The schedule is below. Please arrive a half-hour early for your first game so we can stay on time. If you have any questions before 8 pm, please contact Cheri at 215.630.5857. If you need to reach Cheri after 8 pm, please call The Sportslex at 215.355.2582. Thanks again for your help!

A Division

Games are on Rink 3

GAME #	TIME	HOME	VS	AWAY
1	9:00 PM	Team Zero	VS	Goodsports
2	9:12 PM	Flames	VS	Ghost Face Killas
3	9:24 PM	Demolition	VS	Havoc
4	9:36 PM	The McGees	VS	Team Zero
5	9:48 PM	Goodsports	VS	Flames
6	10:00 PM	Ghost Face Killas	VS	Demolition
7	10:12 PM	Havoc	VS	The McGees
8	10:24 PM	Team Zero	VS	Demolition
9	10:36 PM	Goodsports	VS	Havoc
10	10:48 PM	Flames	VS	The McGees
11*	11:00 PM	Team Zero	VS	Ghost Face Killas
12	11:12 PM	SEED 2	VS	SEED 7
13	11:24 PM	SEED 5	VS	SEED 4
14	11:36 PM	SEED 6	VS	SEED 3
15	11:48 PM	WINNER OF SEED 4 VS SEED 5	VS	SEED 1
16	12:00 PM	WINNER OF SEED 3 VS SEED 6	VS	WINNER OF SEED 2 VS SEED 7
17	12:12 PM	WINNER OF SEMI	VS	WINNER OF SEMI

* Game 11 counts only for the Away team (because we have an odd number of teams and we want everyone to get at least four games, including playoffs.)

B Division

All games are on Rink 2

GAME #	TIME	HOME	VS	AWAY
1	9:00 PM	Funky 4 + 1 More	VS	Demons
2	9:12 PM	The Athletics	VS	Shamrocks
3	9:24 PM	Team Vineland	VS	Tea Party
4	9:36 PM	Hell Fish	VS	Funky 4 + 1 More
5	9:48 PM	Demons	VS	The Athletics
6	10:00 PM	Shamrocks	VS	Team Vineland
7	10:12 PM	Tea Party	VS	Hell Fish
8	10:24 PM	Funky 4 + 1 More	VS	Team Vineland
9	10:36 PM	Demons	VS	Tea Party
10	10:48 PM	The Athletics	VS	Hell Fish
11*	11:00 PM	Funky 4 + 1 More	VS	Shamrocks
12	11:12 PM	SEED 2	VS	SEED 7
13	11:24 PM	SEED 5	VS	SEED 4
14	11:36 PM	SEED 6	VS	SEED 3
15	11:48 PM	WINNER OF SEED 4 VS SEED 5	VS	SEED 1
16	12:00 PM	WINNER OF SEED 3 VS SEED 6	VS	WINNER OF SEED 2 VS SEED 7
17	12:12 PM	WINNER OF SEMI	VS	WINNER OF SEMI