Old-Time Hockey Weekend Game Sheet Summary

League:		OLD-TIME HOCKEY OVER 30 Date: Saturd									ber 1	2				_ I ime:	5:0	0 РМ	-
Referee:		Ric Referee						Bill						. 1	Timer:	Mik	e	-	
	Shots				Drama Q	ueens			1	_	Shots				Shockwa				т
On Goal			NO.		Players		Pos.		On Goal			NO.	Playe		3	Pos.			
1st	2nd 3	3rd	0.T	5	Ray	Dow			5	1st 1	2nd 2	3rd	0.T	84	Dominic	Defrancis		84	
	1	1	- 1	27	Shawn	Mivill	_		27	2	3	2	3	20	Tony	Medeiros	CO	20	
	1	1		19	Tim	Hicke			19		3		3	12	Paul	Correia		20	
	66 John Colucciello			13					8	Mark	Stickney								
4	1	1	1	38	Joe			38					9	Niko	Vramis				
· ·	1		·	1	Tony	Bono		1			3		19	Mike	Roberto		19		
1		2		13	Umberto Biano				13				\vdash	13	Derrick				
				2	Jamie Kel					1	1	1		51	Jason Glista			51	
				55	Steve	lacov	iello			2		2		5	Dan	Broderick		5	
3	1			67	Mike	Suret	te		67	1	1	1		11	John	Carey		11	
	1			8	Bob	Snyd	er		8					4	Jim	Clarke		4	
										2	2	1	1	2	Jeff	Harris		2	
				33	Jeff	Deha			33					29	Sean	Roach			
1	1	1		3	Brian	Capo		0	3					30	Sandra	Glista		30	
				4	Don	Macc	ini		4										
- 10		_	_							l –		4.0	_						
10	10	7	2	29	TOTAL S					9	9	10	5 3	33	TOTAL S				l
	Drama Queens								S						Shoc	kwave			_
FINAL SCORE 3									final score 3 (OT)										
	SCOF											PE	NA	LTIE	ES				
TEAM			Goal	Assist	Assist	Per	Time		TEAM			Playe	r	PENALTY		MIN	Per	TIME	
Drama Queens			38	67	5	1	4:23		Drama			8		High Stick		1	1	4:49	
Shockwave			84			2	1:56		Shoo	ckwave	9	11		Delay of G	ame	1	3	9:44	
Shockwave Drama Queens			2	84	20	2	0:54	(DDC)											
Drama Queens Drama Queens			5 27	27 67		2	0:41	(PPG)											
Shockwave			21	5		3	0:34 7:25												
Chookiiavo					3		3	1.23											
										D	rama	a Qu	eens	;		Shock	wave	•	
Game Summary:											LOB Warning				LOB Warning				
In a well played game by both teams, Shockwave and Drama Queens play																			
to a tie. A fitting result for both teams, in an evenly played game. The star players stepped up for both teams to lead the way.																			
	. A fittir					444					Time OutTime Ou						O::+		
The sta	. A fittir ir player	s stepp	ed up fo	r both t						l —	- IIM	Out				Time	Out		
The sta Ray Do	. A fittir ir player w snipes	s steppe s a top o	ed up fo corner o	r both t	off and add:	s an assis	it.	out the			Time	Out				Time	Out		
The sta Ray Do Shawn	. A fittir ir player w snipes	s steppe s a top e s quick i	ed up fo corner o release	or both to off a face out nea		s an assis	it.	out the			-		rning			_	Out Warı	ning	
The sta Ray Do Shawn top cor	. A fittir or player ow snipes Miville's rner, and	s steppe s a top e s quick e l assists	ed up fo corner o release on a go	or both to off a face out nea oal.	off and add:	s an assis ie hits no	it. Ithing b				-					_		ning	
The sta Ray Do Shawn top cor Domin game a	e. A fitting ar players ow snipes Miville's rner, and ic Defrar and leads	s steppe s a top o s quick o d assists ncisco (a s the wa	ed up for corner of release on a go again) si ay on of	or both to off a face out nead oal. ingle-ha fense w	eoff and add: r the blue lin ndedly gets ith a great ir	s an assis ie hits no his team idividual	it. thing b back ir	nto the			-					_		ning	
The sta Ray Do Shawn top cor Domin game a thinkin	A fittir or player ow snipes Miville's rner, and ic Defrar and leads g man's	s steppe s a top of s quick of d assists ncisco (a s the wa goal wh	ed up for corner of release on a go again) si ay on of nile also	or both to out nead oal. ingle-ha fense was setting	eoff and add r the blue lin ndedly gets ith a great ir up another	s an assis e hits no his team ndividual goal.	it. thing b back ir effort	nto the and			-					_		ning	
The sta Ray Do Shawn top cor Domin game a thinkin	A fittir ar player w snipes Miville's rner, and ic Defrar and leads urette m	s steppe s a top of s quick of d assists ncisco (a s the wa goal wh	ed up for corner of release on a go again) si ay on of nile also	or both to out nead oal. ingle-ha fense was setting	eoff and add: r the blue lin ndedly gets ith a great ir	s an assis e hits no his team ndividual goal.	it. thing b back ir effort	nto the and			-					_		ning	