

Old-Time Hockey Weekend Game Sheet Summary

League: OLD-TIME HOCKEY OVER 30 Date: Saturday, October 8 Time: 5:00 PM

Referee: Bill Referee: Pic Timer: Don

Shots				TEAM: YELLOW SUBMARINE		
On Goal				NO.	Players	Pos.
1st	2nd	3rd	O.T.			
2	2	4		77	Matty Iannello	77
2		1		11	John Desmond	11
				8	Ray Nickerson	
1	1	1		37	Brian Kehoe	37
				1	Tony Bono	1
1	1	2		4	Walter Maslak	4
2	3	2		13	Umberto Biancardi	13
				6	Jason Carrien	
				9	John Carey	9
2	1			55	Steve Iacoviello	55
				7	Ed Nigro	7
				35	Tim Hickey	35
10	8	10	0	28	TOTAL SHOTS	

YELLOW SUBMARINE

FINAL SCORE 3

SCORING					
TEAM	Goal	Assist	Assist	Per	Time
Pylons	11	19	3	2	9:18
Yellow Submarine	13	37	----	2	4:09
Pylons	66	19	----	2	3:03
Yellow Submarine	13	77	----	3	8:53
Yellow Submarine	37	11	----	3	6:47

Game Summary:
 Great game as Yellow Submarine remains undefeated, winning 5 in a row, but has to earn this win on the strength of an unexpected source as Umberto "Papa Smurf" Biancardi scores 2-goals to lead the offense. Anthony Lauletta makes his debut and impresses scoring his first goal on only his second shot taken. Joe Mancinelli sets up both of his team's goals and plays a solid two-way game. Both goalies makes plenty of key saves in this game and impress, but Tim Hickey robs John Kelleher all alone out front with a "did you just see that" split left pad save to preserve the victory.

Shots				TEAM: PYLONS		
On Goal				NO.	Players	Pos.
1st	2nd	3rd	O.T.			
2	2	1		19	Joe Mancinelli	19
				27	Shawn Miville	
1	2	3		7	John Kelleher	7
1	2	3		21	Nick Romano	66
3	2	1		11	Anthony Lauletta	11
				99	Pat Pirone	
1	3	1		14	Tony Mastrocola	14
				5	Steve Witkus	
				2	Jamie Kehoe	
				66	Mike Naczas	21
	1			6	Colleen O'Connell	6
1		1		3	John Colucciello	3
				49	Jake Deehan	49
9	12	10	0	31	TOTAL SHOTS	

PYLONS

FINAL SCORE 2

PENALTIES					
TEAM	Player	PENALTY	MIN	Per	TIME
Pylons	3	Delay of Game	1	1	0:12

YELLOW SUBMARINE	PYLONS
<u> </u> LOB Warning	<u> </u> LOB Warning
<u> </u> Time Out	<u> X </u> Time Out
<u> </u> DOG Warning	<u> </u> DOG Warning