

**BFHA's Indoor Tournament for Adults  
Sunday, January 29, 2012**

TIME	COURT 1		COURT 2		COURT 3	
9:00 AM	SPARK	vs. Rising Sun	Second Effort	vs. ECM W	Storm	vs. BFHA
9:30 AM	BFHA	vs. CAPS	DC Drangons Fire	vs. Hons	ECM	vs. DC Dragons Breath
10:00 AM	SPARK	vs. Second Effort	Rising Sun	vs. BFHA	HUB	vs. WFHA
10:30 AM	ECM W	vs. Storm	BFHA	vs. DC Drangons Fire	CAPS	vs. Hons
11:00 AM	BFHA	vs. SPARK	ECM	vs. HUB	DC Dragons Breath	vs. WFHA
11:30 AM	Rising Sun	vs. ECM W	Storm	vs. Second Effort	Hons	vs. BFHA
12:00 PM	DC Drangons Fire	vs. CAPS	WFHA	vs. ECM	HUB	vs. DC Dragons Breath
12:30 PM	ECM W	vs. SPARK	Rising Sun	vs. Storm	BFHA	vs. Second Effort
1:00 PM	BFHA	vs. ECM	CAPS	vs. DC Dragons Breath	DC Drangons Fire	vs. HUB
1:30 PM	ECM W	vs. BFHA	SPARK	vs. Storm	Hons	vs. WFHA
	Extra 5 minutes to determine mixed seeding					
2:05 PM	Rising Sun	vs. Second Effort	Mixed #1	vs. Mixed #4 Game A	Mixed #2	vs. Mixed #3 Game B
	Extra 5 minutes to determine women's seeding					
2:40 PM	Women #5	vs. Women #6 **	Mixed #5	vs. Mixed #6 Game C	Mixed #7	vs. Mixed #8 Game D
3:10 PM	Women #1	vs. Women #2 Champ. **	Women #3	vs. Women #4 **	Defeated C	vs. Defeated D For 7/8
3:40 PM	Winner C	vs. Winner D For 5/6	Defeated A	vs. Defeated B For 3/4	Winner A	vs. Winner B (Champ.)

**WOMEN**

SPARK  
Rising Sun  
Second Effort  
ECM W  
Storm  
BFHA

**MIXED**

BFHA  
CAPS  
DC Drangons Fire  
Hons  
ECM  
DC Dragons Breath  
HUB  
WFHA

 = Mixed Crossover\*\*

- Notes:
1. Team listed second must wear dark shirts/shin guards, team listed first wears white or light colors..
  2. Games are 26 minutes, 4 minutes between games.
  3. Please call 410-558-BFHA in case of inclement weather.
  4. All teams play 6 games.
  5. \*\* Any crossover match ending in a tie will be determined by a penalty stroke competition held ASAP. Sudden victory, 3 per team. The central clock will start the next game once strokes are complete.
  6. If two or more teams are tied for determining seeding after pool play, the determining factors will be as follows:
    - a. The result of the match between the tied teams
    - b. Greater goal difference (goals for minus goals against: a maximum of a 5 goal differential per game will be used in the tiebreaking procedure.)
    - c. Goals for. (max 5 per game).
    - d. Goals against (max of 5 per game).
    - e. If teams remain tied, seeding will be determined by penalty strokes. 3 per team.
  7. For the Mixed teams - No male player can take a stroke against a female goalie.