

Visitors | Colour = White
3 We Are Never Ever

OOHA GAME REPORT

Played At OAKBANK

Home | Colour = Red
1 "Blank Space"

Division Flyers ROUND ROBIN
Thu, Apr 16, 2026 9:45 PM

No	Print Names
-	-
95	Bruneau Dj
47	Chroniak Kris
69	Cockerill Jess
62	Johnston Jarrett
Kenoplenko Joseph	
82	Kullman Jeremy
89	Mclvor Drew
52	Penner Kyle GA
Teerhuis Kris	
74	Waver Corey
80	Young Chad
87	Zacharias Desmond
-	-
-	-
35	C Livingstone Rob

Scoring				
GL	P	Time	Sc	Assts
1	1	7:33	80	8452
2	2	11:31	84	5287
3	2	6:32	62	829
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

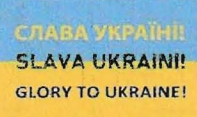
Scoring				
GL	P	Time	Sc	Assts
1	2	8:03	9	1194
2	2	4:17	14	49
3	3	12:36	6	991
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

No	Print Names
-	-
11	C MacGean Tanner
9	- Anderson Drew GA
12	- Brown Matthew
3	- Hawthorn Chad
10	- Hofer Jakob
4	- Johnston Liam
14	- Olson Damon
7	- St. George
2	- Ste. Marie
6	- Strom Jacob
15	- Teerhuis Jason
8	- Yewchyn Buddy
-	-
-	-
1	- Klassen Mark

Coach _____
 Asst _____
 Mgr _____

3

Final Score



Red Win in Shootout

3

Final Score

Coach _____
 Asst _____
 Mgr _____

P	No	Srv	Offense	Min	Off	Start	On
2	47	47	RO	3	2:09	2:09	14:09
3	80	80	RO	2	15:00	15:00	13:00
3	74	74	SL	2	13:58	13:58	12:36

Referee
 Chris Shumsky

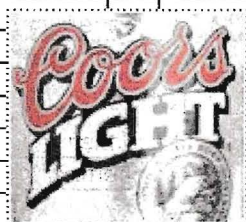
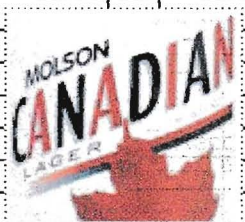
Referee / Linesman
 Chris Shumsky

Linesman
 Owen Blocker

P	No	Srv	Offense	Min	Off	Start	On
1	10	10	TR	3	9:42	9:42	7:33
2	10	10	RO	3	2:09	2:09	14:09
3	15	15	RO	2	0:12	0:12	

Official Scorer
 Evan Teerhuis

Timekeeper
 Evan Teerhuis



Goal Tender's Record

No	Print Names	Time In	Out

Game Times

Start 9:45

Finish 10:45

Goal Tender's Record

No	Print Names	Time In	Out

We Are Never Ever

Shooter

80, 84, 62

Number	Name	Score	Miss
1	74		✓
2	52	✓	
3	69	✓	
4	82		✓
5	95		✓
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			

Already Scored During Game 80 64 82 _____

"Blank Space"

Shooter

9, 14, 6

Number	Name	Score	Miss
1	10		✓
2	8		✓
3	4	✓	
4	11	✓	
5	3	✓	
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			

Already Scored During Game 9 14 6 _____

SHOOTOUTS

00HA Rule 9

Red Wins

- If a game ends in a tie, (Final Game, see rule 10) a shoot-out will be held.
- (5 players per team) The teams will alternate shots with the team that scored first in the game shooting last. Any player that has scored in that game is not eligible for the shoot-out until all the non-scoring players on that team have shot.
- The goalies will alternate in the net at the "home" end; the goalie not involved will stand at the boards as designated by the Referee.
- All players except the shooter will remain at their bench. A player may take only one shot.
- The play will start from centre ice and the goalie may not leave the goal crease until the shooter touches the puck.
- The shooter may not circle with the puck or cross the goal line before shooting. (See C.A.H.A. rule book)
- A winner is declared AFTER all 10 players have shot with one team leading, or after any team has been mathematically eliminated by the opposing team.
- If teams are tied after the first 10 shooters, a sudden death shootout will take place. Whoever has not shot yet will go first.
- Any player that has scored in that game is not eligible for the sudden death shoot-out until all the non-scoring players on that team have shot.

RULE 10 . If time expires in the **Final Game** and the score is tied, teams WILL NOT change ends, and they will play a five minute stop time sudden death overtime period 4 on 4. If still tied a second five minute stop time sudden death overtime period 3 on 3 will follow. If the score is tied after the 2nd over-time period expires, see rule 9 for shoot-out guidelines.