

## Pacific Coast Amateur Hockey Association League Standings

Form113 (Rev: Sept/04)

Season: 2004-2005Division: AtomConf./Lg.: Fraser Valley East Lg.Competition: PlayoffsCategory: "C" - Gold GroupDate: March 25, 2005

_	- John John John John John John John John						Tantagory: To the cross									<u> </u>				
	Team Name	GP	w	L	Т	SPt	Pts	GF	GA	PIM	AVG.	Minor (2:00)	Major (15:00)	Fight (15:00)	CFB (12:00)	CFB (15:00)	10-min. Misc.	Game (10:00)	Gross (10:00)	Match (5:00)
1.	Chilliwack "C2"	5	5	0	0	5	15	20	7	16	3.20	8	-	-	-	-	-	-	-	-
2.	Chilliwack "C5"	5	4	1	0	5	13	12	10	16	3.20	8	-	-	-	-	-	-		-
3.	Chilliwack "C3"	5	1	3	1	5	8	12	17	18	3.60	9	-	-	-	-	-	-	-	-
4.	Abbotsford "C6"	4	1	3	0	4	6	13	17	18	4.50	9	-	-	-	-	-	-	-	-
5.	Chilliwack "C6"	4	1	3	0	4	6	8	11	10	2.50	5	-	-	-	-	-	-	1	
6.	Chilliwack "C7"	3	0	2	1	3	4	5	8	14	4.67	7	-	-	-	-	-	-	-	-
7.																				
8.																				
9.																				
10.																				
11.																				
12.																				
13.																				
14.																				
15.																				
16.																				
17.																				
18.																				
	Totals	26	12	12	2	26	52	70	70	92	3.54	46	0	0	0	0	0	0	0	0

Legend: GP - Games Played; W - Wins; L - Losses; T - Ties; SPt - Sportsmanship Points; Pts - Points; GF - Goals For; GA - Goals Against; PIM - Penalties in Minutes; AVG. - Average Penalty Minutes per Game; Minor (2:00) - 2-min. Minor Penalties (all infractions except Checking From Behind); Major (15:00) - 5-min. Major Penalty plus Game Misconduct (all infractions except Fighting and Checking From Behind); Fight (15:00) - Major Penalty plus Game Misconduct for Fighting; CFB (12:00) - Minor Penalty plus Game Misconduct for Checking From Behind; 10-min. Misc. - 10-minute Misconducts; Game - Game Misconducts (not including those accompanying Majors, Fighting, and Checking From Behind); Gross - Gross Misconducts; Match - Match Penalties.

League Manager: Ric Hampton	Address:	Phone:	Fax:
Managing Director: Antony Pagan	Address:	Phone:	Fax: