

# IIBHL 2023-2024 Playoff Schedule: Tier 2 Boys

## February 23 to May 31: PLAYOFF GAMES

Three 20-minute games each week, each with two 10-minute periods. Game times are adjusted to accommodate the changes in Isha - check back weekly for updates.

### FORMAT:

**Round 1:** Division winners in the Regular Season get a bye into the second round.

- East 2 vs West 3 - best of 2 series, if tied game 2 goes into OT to determine winner
- West 2 vs East 2 - best of 2 series, if tied game 2 goes into OT to determine winner

**WINNER ADVANCES TO SECOND ROUND**

**Round 2:** Final four teams are ranked 1-4 based on Regular Season finish.

- East 2 vs West 3 - best of 2 series, if tied game 2 goes into OT to determine winner
- West 2 vs East 2 - best of 2 series, if tied game 2 goes into OT to determine winner

**WINNER ADVANCES TO FINALS**

**Finals:** the two Round Two winners - Best of Three series

**WINNER IS THE IIBHL 23-24 TIER 2 PLAYOFF CHAMPION**

TIER 2					
East			West		
1	AL-'AALIMOON		1	AS-SABR	
2	AL-EEMAAN		2	AL-KHAASHI'OON	
3	AR-RAASHIDOON		3	AL-MUJAAHIDOON	

Date	Round	Week	Time**	Match-Up	Teams
February 23	1	18	8:35-9:15	a	AL-EEMAAN vs AL-MUJAAHIDOON
	1	18	9:20-10:00	b	AL-KHAASHI'OON vs AR-RAASHIDOON
March 1	1	19	8:35-9:15	a	AL-MUJAAHIDOON vs AL-EEMAAN
MARCH 8 - APRIL 12: RAMADAN, MARCH BREAK, GOOD FRIDAY - NO GAMES					
April 19	1	20	8:10-8:50	b	AR-RAASHIDOON vs AL-KHAASHI'OON
April 26	2	21	8:45-9:25	e	AL-'AALIMOON vs AL-KHAASHI'OON
	2	21	9:30-10:40	d	AS-SABR vs AL-EEMAAN
May 3	2	22	8:55-9:35	e	AL-KHAASHI'OON vs AL-'AALIMOON
May 13	2	23	8:10-9:30	d	AL-EEMAAN vs AS-SABR
MAY 17: VICTORIA DAY WEEKEND - NO GAMES					
May 24	Finals	24	TBD	-	AS-SABR vs AL-'AALIMOON
	Finals	24	TBD	-	AL-'AALIMOON vs AS-SABR
May 31	Finals	25	TBD	-	AS-SABR vs AL-'AALIMOON (if nec.)
END OF PLAYOFF					

**FLEX - NO GAMES ON FRIDAY MAY 10, GAMES MOVED TO MONDAY MAY 13**

\* Team higher in standings is the home team

\*\* Times are modified to accommodate Maghreb and Isha

6<sup>th</sup> Annual Awards Banquet - July 20, 2024