## **IIHF ICE HOCKEY WORLD CHAMPIONSHIP**

DIVISION II, GROUP B





## **ROUND ROBIN**

## **TOURNAMENT PROGRESS**

As of SUN 28 APR 2024

Rank	Team	GP	W	OTW	OTL	L	GDF	GF:GA	PTS	
1	BEL	5	5	0	0	0	+33	37 : 4	15	
2	NZL	5	3	0	1	1	+4	22:18	10	
3	GEO	5	3	0	0	2	+3	20:17	9	
4	BUL	5	1	1	0	3	-12	17:29	5	
5	TPE	5	1	0	1	3	-13	14:27	4	
6	TUR	5	0	1	0	4	-15	10:25	2	

Game	Group	Date	Time	Team	S	Results	1	2	3	OT	PSS	Venue
1		MON 22 APF	R 13:00 GMT+3	TPE -	NZL	1 - 5	1 - 0	0 - 1	0 - 4			Winter Sports Palace
2		MON 22 APF	R 16:30 GMT+3	BEL -	TUR	8 - 0	0 - 0	3 - 0	5 - 0			Winter Sports Palace
3		MON 22 APF	R 20:00 GMT+3	BUL -	GEO	1 - 7	1 - 1	0 - 2	0 - 4			Winter Sports Palace
4		TUE 23 APF	R 13:00 GMT+3	TUR -	TPE	5 - 4	0 - 1	1 - 2	3 - 1	0 - 0	1 - 0	Winter Sports Palace
5		TUE 23 APF	R 16:30 GMT+3	GEO -	NZL	2 - 6	1 - 2	0 - 2	1 - 2			Winter Sports Palace
6		TUE 23 APF	R 20:30 GMT+3	BEL -	BUL	11 - 1	3 - 0	5 - 1	3 - 0			Winter Sports Palace
7		THU 25 APF	R 13:00 GMT+3	GEO -	TUR	3 - 2	0 - 1	2 - 1	1 - 0			Winter Sports Palace
8		THU 25 APF	R 16:30 GMT+3	BEL -	TPE	8 - 1	3 - 1	3 - 0	2 - 0			Winter Sports Palace
9		THU 25 APF	R 20:00 GMT+3	BUL -	NZL	7 - 6	4 - 2	2 - 2	0 - 2	0 - 0	1 - 0	Winter Sports Palace
10		SAT 27 APF	R 13:00 GMT+3	NZL -	BEL	0 - 6	0 - 1	0 - 4	0 - 1			Winter Sports Palace
11		SAT 27 APF	R 16:30 GMT+3	TUR -	BUL	1 - 5	0 - 0	1 - 3	0 - 2			Winter Sports Palace
12		SAT 27 APF	R 20:00 GMT+3	TPE -	GEO	4 - 6	1 - 2	2 - 1	1 - 3			Winter Sports Palace
13		SUN 28 APF	R 13:00 GMT+3	NZL -	TUR	5 - 2	2 - 0	1 - 1	2 - 1			Winter Sports Palace
14		SUN 28 APF	R 16:30 GMT+3	BUL -	TPE	3 - 4	1 - 0	1 - 3	1 - 1			Winter Sports Palace
15		SUN 28 APF	R 20:00 GMT+3	GEO -	BEL	2 - 4	2 - 1	0 - 2	0 - 1			Winter Sports Palace

Note:

Rank within each group is based on points. For tie-break rules see 'Competition Format and Rules'.

Legend:												
1	1st period	2	2nd period	3	3rd period	GA	Goals against	GDF	Goal difference			
GF	Goals for	GP	Games played	PSS	Penalty-Shot Shootout	L	Losses	ОТ	Overtime			
OTL	Overtime loss	OTW	Overtime win	PTS	Points	W	Wins					