



## **COMPETITION SCHEDULE**

As of TUE 16 SEP 2025

Date	Start Time	Game	Location / Venue
SAT 10 JAN	10:00 GMT-4	Preliminary Round - Group B, Game 1 SVK vs USA	Membertou / Sport and Wellness Centre
	13:30 GMT-4	Preliminary Round - Group B, Game 2 CZE vs FIN	Membertou / Sport and Wellness Centre
	17:00 GMT-4	Preliminary Round - Group A, Game 3 SWE vs HUN	Membertou / Sport and Wellness Centre
	20:30 GMT-4	Preliminary Round - Group A, Game 4 SUI vs CAN	Membertou / Sport and Wellness Centre
SUN 11 JAN	13:30 GMT-4	Preliminary Round - Group B, Game 5 FIN vs SVK	Membertou / Sport and Wellness Centre
	18:00 GMT-4	Preliminary Round - Group B, Game 6 USA vs CZE	Membertou / Sport and Wellness Centre
MON 12 JAN	11:00 GMT-4	Preliminary Round - Group A, Game 7 SWE vs SUI	Membertou / Sport and Wellness Centre
	18:00 GMT-4	Preliminary Round - Group A, Game 8 CAN vs HUN	Membertou / Sport and Wellness Centre
TUE 13 JAN	10:00 GMT-4	Preliminary Round - Group B, Game 9 CZE vs SVK	Membertou / Sport and Wellness Centre
	13:30 GMT-4	Preliminary Round - Group B, Game 10 USA vs FIN	Membertou / Sport and Wellness Centre
	17:00 GMT-4	Preliminary Round - Group A, Game 11 CAN vs SWE	Membertou / Sport and Wellness Centre
	20:30 GMT-4	Preliminary Round - Group A, Game 12 HUN vs SUI	Membertou / Sport and Wellness Centre
THU 15 JAN	10:00 GMT-4	Quarterfinals, Game 13 TBD	Sydney / Centre 200
	13:30 GMT-4	Quarterfinals, Game 14 TBD	Sydney / Centre 200
	17:00 GMT-4	Quarterfinals, Game 15 TBD	Sydney / Centre 200
	20:30 GMT-4	Quarterfinals, Game 16 TBD	Sydney / Centre 200
SAT 17 JAN	12:00 GMT-4	Relegation Round, Game 17 TBD	Sydney / Centre 200
	16:00 GMT-4	Semifinals, Game 18 SF vs SF	Sydney / Centre 200
	19:30 GMT-4	Semifinals, Game 19 SF vs SF	Sydney / Centre 200
SUN 18 JAN	15:30 GMT-4	Bronze Medal Game, Game 20 L(SF) vs L(SF)	Sydney / Centre 200
	19:30 GMT-4	Gold Medal Game, Game 21 W(SF) vs W(SF)	Sydney / Centre 200

Note:

Order of the games with "TBD" in place of the team match-up will be decided by IIHF Directorate upon completion of the previous round.

Legend:

**TBD** To be determined