

Pool Standings

Day 6 after 24 games played - September 21

Pool A

Pool A		Games					Goals			Points
Rank	Team	Played	Wins	Wins (SO)	Losses (SO)	Losses	For	Against	Difference	
1	Auckland	3	2	1	0	0	8	1	7	10
2	Manawatu Emeralds	3	2	0	1	0	5	1	4	9
3	Hawke's Bay	3	0	1	0	2	1	5	-4	2
4	Otago	3	0	0	1	2	1	8	-7	1

Points: Points awarded for Wins: 4, Shootout Wins: 2, Shootout Losses: 1, Losses: 0

Team	AKL	HB	MAN	OTG
Auckland		2-1	0-0 (4-2 SO)	6-0
Hawke's Bay	1-2		0-3	0-0 (3-2 SO)
Manawatu Emeralds	0-0 (2-4 SO)	3-0		2-1
Otago	0-6	0-0 (2-3 SO)	1-2	

Pool B

Pool B		Games					Goals			Points
Rank	Team	Played	Wins	Wins (SO)	Losses (SO)	Losses	For	Against	Difference	
1	North Harbour Hawks	3	2	1	0	0	11	2	9	10
2	Canterbury Cats	3	2	0	1	0	12	3	9	9
3	Wellington	3	1	0	0	2	5	10	-5	4
4	Waikato	3	0	0	0	3	1	14	-13	0

Points: Points awarded for Wins: 4, Shootout Wins: 2, Shootout Losses: 1, Losses: 0

Team	CAN	NHR	WGN	WKO
Canterbury Cats		2-2 (2-3 SO)	6-1	4-0
North Harbour Hawks	2-2 (3-2 SO)		3-0	6-0
Wellington	1-6	0-3		4-1
Waikato	0-4	0-6	1-4	

Pool C

Pool C		Games					Goals			Points
Rank	Team	Played	Wins	Wins (SO)	Losses (SO)	Losses	For	Against	Difference	
1	Auckland	3	2	1	0	0	3	0	3	10
2	North Harbour Hawks	3	1	1	0	1	4	5	-1	6
3	Canterbury Cats	3	1	0	1	1	6	4	2	5
4	Manawatu Emeralds	3	0	0	1	2	2	6	-4	1

Points: Points awarded for Wins: 4, Shootout Wins: 2, Shootout Losses: 1, Losses: 0

Team	AKL	CAN	MAN	NHR
Auckland		1-0	0-0 (4-2 SO)	2-0
Canterbury Cats	0-1		4-1	2-2 (2-3 SO)
Manawatu Emeralds	0-0 (2-4 SO)	1-4		1-2
North Harbour Hawks	0-2	2-2 (3-2 SO)	2-1	

Pool Standings

Pool D

Pool D		Games					Goals			
Rank	Team	Played	Wins	Wins (SO)	Losses (SO)	Losses	For	Against	Difference	Points
1	Hawke's Bay	3	2	1	0	0	4	1	3	10
2	Otago	3	1	1	1	0	2	1	1	7
3	Wellington	3	1	0	1	1	5	4	1	5
4	Waikato	3	0	0	0	3	2	7	-5	0

Points: Points awarded for Wins: 4, Shootout Wins: 2, Shootout Losses: 1, Losses: 0

Team	HB	OTG	WGN	WKO
Hawke's Bay		0-0 (3-2 SO)	2-0	2-1
Otago	0-0 (2-3 SO)		1-1 (2-0 SO)	1-0
Wellington	0-2	1-1 (0-2 SO)		4-1
Waikato	1-2	0-1	1-4	