



Stoney Creek Sabres
USA CANADA Cup
December 11 – 12, 2009
OWHA Permit #0910008

The Tournament will have two by four Divisions of Midget (U16) and two by six team Divisions of Junior (U19).

Divisions: Junior/U19: (1) USA U19 (2) PWHL. **Midget/U16** (1) USA U16 (2) Ontario LLFHL
The teams will be seeded within their Division after the three game Round Robin.

Saturday Final Games for both the U16 and U19 as follows

USA 1st place vs. PWHL or LLFHL 1st place (Championship Game)

USA 2nd place vs. PWHL or LLFHL 2nd place (Bronze Medal Game)

USA 3rd place vs. PWHL or LLFHL 3rd place (5th/6th Game)

USA 4th place vs. PWHL or LLFHL 4th place (7th/8th Game)

In U19 Division only

USA 5th place vs. PWHL 5th place (9th/10th Game)

USA 6th place vs. PWHL 6th place (7th/8th Game)

Game times for Saturday will be established on Friday. USA Teams that have the farthest ground travel will have their games scheduled first to allow for early departure.

Game Length

Friday: 10-12-12 min periods with a three (3) minute warm up prior to the game. **Note: Overtime will be played in Round Robin Games if game is tied after regulation time (see below).**

Saturday: 15/15/15 with a three (3) minute warm up prior to each game. **Note: Overtime will be played in Games if game is tied after regulation time (see below).**

PLEASE BE PREPARED TO START 15 MINUTES BEFORE YOUR SCHEDULED GAME TIME

Rink Resurfacing

FRIDAY

The ice will be resurfaced at the end of each gam.

SATURDAY

- The ice will be resurfaced after every second period played on the ice surface. Teams will be notified before their games what their game flood schedule is.
- The ice will not be resurfaced prior to overtime; overtime will be considered as part of the preceding period.
- The Tournament Committee retains the right to alter the resurfacing schedule if the need arises.

Dressing Rooms

ROOM KEYS:

Please leave a set of car keys at the Sign-In Table to receive your dressing room key. Please return the room key to the Sign –In Table after your game.

RESTAURANT

The Mohawk 4 Pad Restaurant will provide a menu (emailed at a later date) to allow for a Team Pre Order of meals by teams if they so desire.

UNIVERSITY SCOUTING PROGRAM

Please fill out your Program File and return as we will produce a Scouting Profile Book for the Tournament that will be supplied to all the attending University Coaches.

UNIVERSITY COACHES

All USA and Canadian Universities will be notified of the Tournament Dates.

Tournament Format

- U19: 2 Divisions of 6 teams each (1) USA U19 and (2) PWHL and U16: 2 Divisions of 4 teams each (1) USA U16 (2) LLFHL (Ontario Midget).
- Each team will play 3 round robin games against the other Division.
- U19: Teams will then be seeded within their Division from 1 – 6 after the Round Robin
U16: Teams will then be seeded within their Division from 1 – 4 after the Round Robin
- Games based upon points obtained,
WIN = 2 points, **TIE** = 1 point, **Overtime Loss** = 1 point, **LOSS** = 0 points.

Round Robin Overtime

- **OVERTIME (4 on 4)** If the game is tied after regulation play a 3-minute (stop time) sudden victory period playing 4 players plus a goalie (4 on 4). Teams will not switch ends. If a penalty is called the teams will play 4 on 3. If a second penalty is called against the same team the teams will play 5 on 3 and could play 5 on 5 or 5 on 4 if penalties expire during play. If this occurs the teams will play 5 on 5 or 5 on 4 until the next whistle then revert back to 4 on 4 or 4 on 3. **Note: 2 points for a win in OT and 1 point for a loss in OT. If still tied after OT both teams receive 1 point**

Final Division Standings

If there is a tie in points after the round robin games, the following tiebreakers will be used to break the tie:

- (1) Most wins in round robin
- (2) Fewest goals allowed in round robin play;
- (3) Goals scored minus goals against in round robin play;
- (4) Fewest penalty minutes in round robin play;
- (5) Earliest First goal scored in Round Robin
- (6) Flip of a coin.

Example:

First Tiebreaker (Most Wins)

If teams had the same amount of wins then proceed to tiebreaker #3

Second Tiebreaker (Fewest Goals allowed)

Goals Allowed: Team #1: 3 GA, Team #2: 5 GA, and Team #3: 5 GA.

Team #1 would be awarded 1st place due to the fewest goals allowed

Third Tiebreaker (Goals for – Goals against)

Team #2 and Team #3 are still tied with 5 goals against then the next tiebreaker is plus/minus in which Team #2 would be awarded second place with a +7 vs Team # 3 with a +6. (In a 3- way tie when one team is awarded a position the remaining teams continue on with the tie breaking rules – Head to Head winner only matters if one or more team(s) has defeated other team(s) in the first tiebreaker.

Fourth Tiebreaker (Fewest Penalty Minutes)

Fifth Tiebreaker (Earliest Goal scored in Round Robin)

Sixth Tiebreaker (Flip of Coin)

Playoffs

- One-30 second timeout will be permitted per team/per game beginning with the play-offs.
- **OVERTIME (4 on 4)** If the game is tied after regulation play a 5-minute (stop time) sudden victory period playing 4 players plus a goalie (4 on 4). Teams will not switch ends. If a penalty is called the teams will play 4 on 3. If a second penalty is called against the same team the teams will play 5 on 3 and could play 5 on 5 or 5 on 4 if penalties expire during play. If this occurs the teams will play 5 on 5 or 5 on 4 until the next whistle then revert back to 4 on 4 or 4 on 3.

- If the game is still tied a Sudden Victory Shoot Out will take place. Players are to be sent to centre ice one at a time. Coaches do not need to name shooters ahead of time on game sheet. Note: Gold and Bronze Games a 3 player shoot out will take place. Three players on each team will shoot. If still tied then Sudden Victory Shoot Out will take place.
- Shots are taken one at a time with the Visiting Team going first.
- The Game continues until a team scores and the opposing team is unsuccessful.
- A player that has a penalty at the end of the Overtime period or has been ejected cannot participate in the Shoot Out. No player can take a second shot until all players (excluding the goalies) have taken a shot.