

## Victoria Cup Lausanne U14 Tournament Information – May 4<sup>th</sup>, 2024

|                                     | <u>Explanation</u>   |
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| Eligibility                         | <p>Girls Only</p> <p>All registered players born between 2011 and 2013 are eligible</p> <p>One team consists of a maximum of 15 players (5 from each Birth year) and two goalkeepers</p> <ul style="list-style-type: none"> <li>• The <b><u>Director of Players</u></b> from the SIHF will be responsible for all aspects of player / team designations and will be responsible for managing team rosters when there are player absences.</li> <li>• Numbers are assigned by the Director of Players by Birth Year and are not allowed to be exchanged. Players must play with their assigned numbers</li> </ul>   |
| Game Mode                           | <p>Full ice, 5 on 5 with Goalie, IIHF Rules <i>with modifications noted below</i></p> <ul style="list-style-type: none"> <li>• Each game will be 27 minutes running time – <i>No overtime</i></li> <li>• The teams will only play in one direction.</li> <li>• No time outs allowed</li> <li>• The clock will only be stopped for a major injury or other substantive problem – as determined by the Schiris</li> </ul> <p><i>If there is an issue with the overall Turnier schedule, the Turnier Director can reduce the game playing time to 24 minutes.</i></p>   |
| Rules - IIHF                        | <p>Referees officiate the games using the IIHF Rules of the Game.</p> <ul style="list-style-type: none"> <li>• Body checking is <b><u>not</u></b> allowed</li> </ul>   |
| Rule Clarifications & Modifications | <p><b><u>Hybrid Icing</u></b> with player changes allowed for both teams.</p> <p>Penalties: Penalty Shots</p> <ul style="list-style-type: none"> <li>• For any penalty that is assessed, the fouled player will take a penalty shot from the blue line. The referee will set up the remaining 9 players on the red line in intermittent order on 1 knee (ex. red/white/redwhite). On the referee whistle the penalty shot taker can proceed with the puck while being chased by the defending players. The puck is live in play on the chase and if there is a rebound...the play continues live unless a goal is scored or the goalie holds the puck for a faceoff.</li> </ul> <p>Extra Skaters are allowed – The Goalie can be removed from the playing surface and substituted by a skater from the next block to play.</p> |

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|                                   | <ul style="list-style-type: none"> <li>It can <b><u>not</u></b> just be a Block 1 - 2011 player – “<i>Spirit of the Turnier</i>”</li> </ul>  |
| “Spirit of the Turnier “<br>Rules | <p>The objective of this Turnier is for it to be a fun, friendly competitive Turnier with the best U14 girls in Switzerland participating. There are not expected to be any disputes or protests – <i>the focus is on the “Spirit of the Turnier”</i> .</p> <p>Given the age, size and experience differences among the girls, the intent is for girls to play against girls of the same age as much as possible. This is why Jersey numbers and player blocks of 5 have been designated. The coaches are expected to maintain these blocks; and can only change them with the permission of the Director of Players. (<i>Coaches are allowed to change the positions within the blocks</i>) While the blocks will not be exactly matched throughout the match, the “Spirit of the Turnier” is to have each number block play against the same numbered block from the other team:</p> <ul style="list-style-type: none"> <li>Block 1: 2011s (Jersey #s: 2- 6)</li> <li>Block 2: 2013s (Jersey #s: 7- 11)</li> <li>Block 3: 2012s (Jersey #s: 12- 16)</li> </ul> <p><i>This order is specific as it will limit to a certain degree mismatches between the 2011 and 2013 players.</i></p> <p>Blocks will start matches as follows:</p> <ul style="list-style-type: none"> <li>Block 1 (2011): Games 1 &amp; 4</li> <li>Block 2 (2013): Games 2 &amp; 5</li> <li>Block 3 (2012): Games 3 &amp; 6</li> </ul> <p>Goalies will play 3 full matches in an order to be determined by the Head Coach.</p> <p><i>Adjustments can only be made by the Director of Players.</i></p> |
| Captains & Assistant Captains     | <p>Each Block will have an Assistant Captain.</p> <ul style="list-style-type: none"> <li>The Block 1 (2011) Assistant Captain will serve as the overall team Captain</li> </ul>  |
| Time Saving Points                | <p><i>As the time for the Turnier is tight with 18 matches and the objective is to play all matches as 27 minute running time matches, the following points should be observed by all participants:</i></p> <ul style="list-style-type: none"> <li>There will only be a warm up before the first match. <ul style="list-style-type: none"> <li><i>Players can briefly skate on the ice on the way to the bench</i></li> </ul> </li> <li>No initial line up at the start of the match, instead the block starting that specific game goes to center ice for the face off – <i>others go to the</i></li> </ul>   |

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|                   | <p><i>bench.</i></p> <ul style="list-style-type: none"> <li>• Handshakes occur after every match and then players exit the ice immediately. <ul style="list-style-type: none"> <li>○ The team staff will be responsible for clearing the bench of water bottles and sticks</li> </ul> </li> </ul>  |
| Turnier Structure | <p>6 Teams (white, red, yellow, blue, green, black) with every team playing every other team – a total of 5 matches for each team in the initial ranking rounds.</p> <ul style="list-style-type: none"> <li>• Points for a win – 3</li> <li>• Points for a tie – 1</li> </ul> <p>After all of the matches are completed, the initial ranking list will be finalized. For teams that are tied on total points, the following are the tiebreakers:</p> <ul style="list-style-type: none"> <li>• Head to Head result</li> <li>• Goal Difference</li> <li>• Total number of goals scored</li> <li>• Final Tiebreaker <ul style="list-style-type: none"> <li>○ Result vs 1<sup>st</sup> place team <ul style="list-style-type: none"> <li>▪ Absolute Result</li> <li>▪ Goal Difference</li> <li>▪ Goals Scored</li> </ul> </li> </ul> </li> <li>• Final, final tiebreaker <ul style="list-style-type: none"> <li>○ Coin Flip</li> </ul> </li> </ul> <p>Placement Round Finals: There will be 3 placement round matches to determine the final rankings:</p> <ul style="list-style-type: none"> <li>• 5<sup>th</sup> place vs 6<sup>th</sup> place</li> <li>• 3<sup>rd</sup> place vs 4<sup>th</sup> place</li> <li>• 1<sup>st</sup> place vs 2<sup>nd</sup> place</li> </ul> <p><i>When teams are tied at the end of regulation in the placement round, there will be a 5 player penalty shootout</i></p> <ul style="list-style-type: none"> <li>• The penalty shots will be according to IIHF rules and will be taken from the center ice face off dot.</li> <li>• If teams are still tied after 5 rounds, then the shootout will continue with new players until a conclusion is reached. After all players have attempted a shot and a conclusion still has not been reached, then the players go again in their original order.</li> <li>• Players can only attempt one penalty shot in the shootout</li> </ul> |
| Ice re-surfacing  | Will occur after every 3 matches   |

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| Closing Ceremony | All players in their Jerseys are expected to participate in the closing ceremony at the conclusion of the final placement round match. |
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