



VICTORIA CUP RULES

1 ELIGIBILITY

- GIRLS ONLY
- ALL REGISTERED PLAYERS BORN BETWEEN 2011 & 2013 ARE ELIGIBLE
- ONE TEAM CONSISTS OF A MAXIMUM OF 15 PLAYERS (5 FROM EACH BIRTH YEAR) AND 2 GOALKEEPERS
 - THE DIRECTOR OF PLAYERS FROM SIHF WILL BE RESPONSIBLE FOR ALL ASPECTS OF PLAYER / TEAM DESIGNATIONS AND WILL BE RESPONSIBLE FOR MANAGING TEAM ROSTERS WHEN THERE ARE PLAYER ABSENCES
 - 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

2 GAME MODE

- FULL ICE, 5 ON 5 WITH GOALIE, IIHF RULES WITH MODIFICATIONS LISTED BELOW
 - EACH GAME WILL BE 27 MINUTES RUNNING TIME
 - NO OVERTIME
 - THE TEAMS WILL ONLY PLAY IN ONE DIRECTION
 - NO TIME OUTS ALLOWED
 - THE CLOCK WILL ONLY BE STOPPED FOR A MAJOR INJURY OR OTHER SUBSTANTIVE PROBLEM - AS DETERMINED BY THE SCHIRIS
- IF THERE IS AN ISSUE WITH THE OVERALL TOURNAMENT SCHEDULE, THE TOURNAMENT DIRECTOR CAN REDUCE THE GAME PLAYING TIME TO 24 MINUTES

3 RULES - IIHF

- REFEREES OFFICIATE THE GAMES USING THE IIHF RULES OF THE GAME
- BODY CHECKING IS NOT ALLOWED

4 RULES CLARIFICATION & MODIFICATIONS

- HYBRID ICING WITH PLAYER CHANGES ALLOWED FOR BOTH TEAMS
- PENALTIES: PENALTY SHOTS
 - 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 ONE KNEE (EX: RED / WHITE / RED..)
 - 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 IF THE GOALIE HOLDS THE PUCK FOR A FACEOFF
- EXTRA SKATERS ARE ALLOWED - THE GOALIE CAN BE REMOVED FROM THE PLAYING SURFACE AND SUBSTITUTED BY A SKATER FROM THE NEXT BLOCK TO PLAY
 - IT JUST CAN'T BE A BLOCK 1 (2011 PLAYER), - "SPIRIT OF THE TOURNAMENT"

5 "SPIRIT OF THE TOURNAMENT"

- THE OBJECTIVE OF THIS TOURNAMENT IS FOR IT TO BE A FUN, FRIENDLY & COMPETITIVE TOURNAMENT WITH THE BEST U16 GIRLS IN SWITZERLAND PARTICIPATING
- THERE ARE NOT EXPECTED TO BE ANY DISPUTES OR PROTESTS - THE FOCUS IS ON THE "SPIRIT OF THE TOURNAMENT"
- GOALIES WILL PLAY 3 FULL MATCHES IN AN ORDER DETERMINED BY THE HEAD COACH
- ADJUSTMENTS CAN ONLY BE MADE BY THE DIRECTOR OF PLAYERS

6 CAPTAINS & ASSISTANT CAPTAINS

- EACH BLOCK WILL HAVE AN ASSISTANT CAPTAIN
- THE BLOCK 1 (2011) ASSISTANT CAPTAIN WILL SERVE AS THE OVERALL TEAM CAPTAIN

7 TIME SAVING POINTS

- AS THE TIME FOR THE TOURNAMENT IS TIGHT WITH 18 MATCHES & THE OBJECTIVE IS TO PLAY ALL AS 27 MINUTE RUNNING TIME MATCHES, THE FOLLOWING POINTS SHOULD BE OBSERVED BY ALL PARTICIPANTS:
 - THERE WILL ONLY BE A WARM-UP BEFORE THE FIRST MATCH
 - PLAYERS CAN BRIEFLY SKATE ON THE ICE ON THE WAY TO THE BENCH
 - NO INITIAL LINE-UP AT THE START OF THE MATCH, INSTEAD THE BLOCK STARTING THE THAT SPECIFIC GAME GOES TO THE CENTER ICE FOR THE FACE-OFF
 - OTHERS GO TO THE BENCH
 - HANDSHAKES OCCUR AFTER EVERY MATCH & THEN PLAYERS EXIT THE ICE IMMEDIATELY
 - THE TEAM STAFF WILL BE RESPONSIBLE FOR CLEARING THE BENCH OF WATER BOTTLES & STICKS

8 TOURNAMENT STRUCTURE

- 6 TEAMS (BLACK, BLUE, GREEN, RED, YELLOW, WHITE) WITH EVERY TEAM PLAYING EVERY OTHER TEAM
- A TOTAL OF 5 MATCHES FOR EACH TEAM IN THE INITIAL RANKING ROUNDS
 - 3 POINTS FOR A WIN
 - 1 POINT FOR A DRAW
- 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:
 - H2H RESULT
 - GOAL DIFFERENCE
 - TOTAL NUMBER OF GOALS SCORED
 - COIN FLIP
- PLACEMENT ROUND FINALS
 - THERE WILL BE 3 PLACEMENT ROUND MATCHES TO DETERMINE THE FINAL RANKING
 - 5TH PLACE VS 6TH PLACE
 - 3RD PLACE VS 4TH PLACE
 - 1ST PLACE VS 2ND PLACE
- WHEN TEAMS ARE TIED AT THE END OF REGULATION IN THE PLACEMENT ROUND, THERE WILL BE A 5 PLAYER PENALTY SHOOTOUT
 - THE PENALTY SHOTS WILL BE ACCORDING THE IIHF RULES AND WILL BE TAKEN FROM THE CENTER ICE FACE-OFF DOT
 - IF TEAMS ARE STILL TIED AFTER 5 ROUNDS, THEN THE SHOOTOUT WILL CONTINUE WITH NEW PLAYERS UNTIL A CONCLUSION IS REACHED
 - PLAYERS CAN ONLY ATTEMPT ONE PENALTY SHOT IN THE SHOOTOUT
 - AFTER ALL PLAYERS HAVE ATTEMPTED A SHOT AND A CONCLUSION STILL HASN'T BEEN REACHED, THE THE PLAYERS WILL GO AGAIN IN THEIR ORIGINAL ORDER

9 ICE RE-SURFACING

- WILL OCCUR AFTER EVERY 3 GAMES

10 CLOSING CEREMONY

- ALL PLAYERS IN THEIR JERSEYS ARE EXPECTED TO PARTICIPATE IN THE CLOSING CEREMONY AT THE CONCLUSION OF THE FINAL PLACEMENT ROUND MATCH