



U14 Division Game Schedule

Game	Friday, February 20, 2015				Home (White)	Score	Away (Dark)	Score	Game Type
5	East	2:00pm	3:15pm		West Elk		Summit		Round Robin
7	East	3:30pm	4:45pm		Vail		Steamboat		Round Robin
12	East	8:00pm	9:15pm		West Elk		Aspen		Round Robin

Game	Saturday, February 21, 2015								
14	East	8:15am	9:30am		Vail		Summit		Round Robin
20	East	2:00pm	3:15pm		Aspen		Steamboat		Round Robin
21	West	2:45pm	4:00pm		West Elk		Vail		Round Robin
27	West	7:00pm	8:15pm		Aspen		Summit		Round Robin
28	East	7:45pm	9:00pm		West Elk		Steamboat		Round Robin

re-seeding after round robin play

Game	Sunday, February 22, 2015								
31	West	9:00am	10:15am		Vail		Aspen		Round Robin
32	East	9:30am	10:45am		Steamboat		Summit		Round Robin
36	East	12:30pm	1:45pm		1st seed		2nd seed		Championship

RULES OVERVIEW

Games for seeding may end in ties. Championship games shall not end in a tie. If a championship game is tied at the end of regulation time, the following rules shall apply:

1. Two 5 minute stop time, five on five, sudden death overtime shall be played.
2. If the game remains tied after the two overtime periods, a shootout shall decide the outcome. Each team shall provide the referee with a list of five shooters and a goaltender from their roster. Shooters shall alternate taking penalty shots at the opponent's goaltender. The team with the most goals after 5 shots shall be declared the winner. The home team decides who will shoot first. Note: 1) Any player whose penalty has not been completed when the overtime period ended, or who receives a penalty during a shootout procedure, is not eligible to be one of the players selected to participate in any portion of the shootout procedure. 2) The goalkeepers may be changed after each shootout round.
3. If the game is still tied after above procedure, the shootout becomes sudden death and shall continue using a different shooter than the original 5 shooters designated until all players (excluding goalies) on the team with the smallest skating roster has taken a shot (shooters can repeat after the smallest roster has been exhausted). Each team shall shoot the same number of shots, i.e. if the 6th shooter on team 1 scores and the 6th shooter on Team 2 does not, then Team 1 shall be declared the winner.

For each game, 2 points shall be awarded for a win, 1 point shall be awarded for a tie, and 0 points shall be awarded for a loss. Forfeits shall cause the non-offending team to be awarded a 1-0 victory.

After all scheduled games have been completed by each team, teams shall be seeded based on point standings.

Tie breaking rules to determine who advances to the championship game will be determined as follows:

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking format. If one tie breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie breaking process over again according to the tie breaker formula below.

1. **If 2 teams are tied** – points acquired in head to head competition.
If more than 2 teams are tied – if one of the tied teams has won games over **all** other tied teams then that teams advances. If no team has done this then proceed to next tie breaker.
2. Most points acquired against common opponents.
3. Highest goal differential (goals for minus goals against) for all games played (max 5 goals per game for calculation purposes).
4. Highest finishing order in the MSGHL regular season