

2024 SQUIRT B "NORTH" DISTRICT  
15 TOURNAMENT

PARK RAPIDS, MINNESOTA

FEBRURARY 2-4, 2024

Friday, February 2nd		
Game Time	Teams	Results
4:00 PM	Brainerd Blue vs. Detroit Lakes	W 19- L 0
5:30 PM	Moorhead Orange vs. Northern Lakes	W 12- L 1
7:00 PM	Brainerd Blue vs. Park Rapids	W 5- L 2

Saturday, February 3rd		
Game Time	Teams	Results
8:30 AM	Park Rapids vs. Northern Lakes	W 9- L 0
10:00 AM	Moorhead Orange vs. Detroit Lakes	W 14- L 0
2:30 PM	Northern Lakes vs. Brainerd Blue	L 1- W 17
4:00 PM	Detroit Lakes vs. Park Rapids	L 0- W 13
8:30 PM	Brainerd Blue vs. Moorhead Orange	W 9- L 3

Sunday, February 4th		
Game Time	Teams	Results
8:00AM	Northern Lakes vs. Detroit Lakes	W6 - L 3
9:30 AM	Moorhead Orange vs. Park Rapids	L 2- W 3 OT
1:00pm	Brainerd Blue vs. Park Rapids Championship	L 2- W 3

3rd Place will be awarded to the 3rd Seeded team after Pool Play- MOORHEAD ORANGE



Champions- Park Rapids  
2nd Place- Brainerd Blue  
3rd place- Moorhead Orange

	Game 1 Points	Game 2 Points	Game 3 Points	Game 4 Points	Total Points	Net Goal +/-	Seed
Team A: Brainerd Blue	3 (+6)	3 (+3)	3 (+6)	3 (+6)	12		1
Team B: Detroit Lakes	0 (-6)	0 (-6)	0	0	0		5
Team C: Moorhead Orange	3 (+6)	3 (+6)	0	1	7		3
Team D: Northern Lakes	0 (-6)	0 (-6)	0	3	3		4
Team E: Park Rapids	0 (-3)	3 (+6)	3	2	8		2

** Team listed FIRST is HOME Team
Period Length: 3 periods at 15 minutes each
Penalty Length: 1 minute 30 seconds
Breaking of Ties in Games:
1. two-minute rest
2. 10 minutes (5 on 5) overtime period
3. If no winner, a 3 (three) person shootout followed by sudden death shootout if winner is not decided after 3 players
4. Teams cannot repeat shooters until the team with the lowest number of skaters has used all their players.
Points for non-advancing Pool Play Tournaments:
1. 3 points win
2. 2 points overtime or shoot-out win
3. 1 point for overtime loss or shoot-out loss
4. 0 points for loss
Tie Breaking Rules for non-advancing Pool PlayTournaments:
1. Head to Head
2. Regulation Wins
3. Goal Differential (max 6 goals)
4. Least Goals Allowed
5. Least Penalty Minutes
6. Coin Toss

\* in the event of a 3 way tie, tie breakers 1 and 2 are eliminated. Start with #3 goal differential