| Friday February 16th |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Game Time | Pool/Game | Arena | Teams | Results |
| 6:00 PM | Pool A | BUSHY | Alexandria Red vs. Northern Lakes | L 1-W 3 |
| 6:30 PM | Pool B | SCHEELS | Moorhead vs. Brainerd Little Falls | W 3-L1 |
|  |  |  |  |  |
| Saturday February 17th |  |  |  |  |
| Game Time | Pool/Game | Arena | Teams | Results |
| 8:30 AM | Pool A | SCHEELS | Fergus Falls vs. Alexandria Red | W 3-L 2 OT |
| 9:00 AM | Pool B | BUSHY | Brainerd Little Falls vs. Alexandria Black | L 2-W 4 |
| BREAK- |  |  |  |  |
| 2:00 PM | Pool A | BUSHY | Northern Lakes vs. Fergus Falls | L 3-W 4 |
| 3:30 PM | Pool B | BUSHY | Alexandria Black vs. Moorhead | L 0-W 6 |
|  |  |  |  |  |
| Sunday February 18th |  |  |  |  |
| Game Time | Pool/Game | Arena | Teams | Results |
| 8:15AM | 5th Place | SCHEELS | Alexandria Red vs. Brainerd Little Falls | W 5-L 2 |
| 11:00 AM | 3rd Place | BUSHY | Alexandria Black vs. Northern Lakes | L 1-W 3 |
| 12:30 PM | Championship | BUSHY | Fergus Falls vs. Moorhead | W 7-L 1 |


| Pool A | Game 1 <br> Points | Game 2 <br> Points | Total Points | Net Goal $+/-$ | Seed |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Team A: Northern Lakes | 3 | 0 | 3 |  | $\mathbf{2}$ |  |
| Team B: Fergus Falls | 2 | 3 | 5 |  | $\mathbf{1}$ |  |
| Team C: Alexandria Red | 0 | 1 | 1 |  | $\mathbf{3}$ |  |
|  |  |  |  |  |  |  |
| (max 6 goal differential) |  |  |  |  |  |  |


| Pool B | Game 1 <br> Points | Game 2 <br> Points | Total Points | Net Goal +/- | Seed |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Team D: Moorhead | 3 | 3 | 6 |  | 1 |
| Team E: Brainerd Little Falls | 0 | 0 | 0 |  | 3 |
| Team F: Alexandria Black | 3 | 0 | 3 |  | 2 |

(max 6 goal differential)

| ** 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 <br> 2. 10 minutes (5 on 5) overtime period <br> 3. If no winner, a 3 (three) person shootout followed by sudden death shootout if <br> $\quad$ winner is not decided after 3 players <br> 4. Teams cannot repeat shooters until the team with the lowest number of skaters has <br> used all their players. |

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 4. Least Goals Allowed <br> 2. Regulation Wins 5. Least Penalty Minutes <br> 3. Goal Differential 6. Coin Toss <br> * in the event of a 3 way tie, tie breakers 1 and 2 are eliminated. Start with \#3 goal differential  <br> after seed is decided, then go back to \#1 for Head to Head with last 2 teams.  |

