

2024 SQUIRT B "SOUTH" DISTRICT 15  
TOURNAMENT

MORRIS, MINNESOTA

FEBRURARY 2-4, 2024

Friday, February 2nd		
Game Time	Teams	Results
3:30 PM	Alexandria vs. Fergus Falls	W 9- L 4
5:00 PM	Moorhead vs. Morris Benson	W 13- L 3
7:00 PM	Alexandria vs. Prairie Centre Maroon	W 8- L 7 SO

Saturday, February 3rd		
Game Time	Teams	Results
8:30 AM	Prairie Centre vs. Morris Benson	W 10- L 8
10:00 AM	Moorhead Black vs. Fergus Falls	W 18- L 0
2:30 PM	Morris Benson Blue vs. Alexandria	L 4- W 8
4:00 PM	Fergus Falls vs. Prairie Centre	L 0- W 6
8:30 PM	Alexandria vs. Moorhead Black	L 0- W 6

Sunday, February 4th		
Game Time	Teams	Results
8:00AM	Morris Benson vs. Fergus Falls	W 9- L 1
9:30 AM	Moorhead Black vs. Prairie Centre	W 10- L 0
1:00pm	Moorhead Black vs.Alexandria Championship	W 5- L1

3rd Place will be awarded to the 3rd Seeded team after Pool Play-  
Prairie Centre Maroon



Champions- Moorhead Black  
2nd Place- Alexandria  
3rd Place- Prairie Centre Maroon

	Game 1 Points	Game 2 Points	Game 3 Points	Game 4 Points	Total Points	Net Goal +/-	Seed
Team A: Alexandria	3 (+5)	2 (0)	3 (+4)	0 (-6)	8	4	2
Team B: Fergus Falls	0 (-5)	0 (-6)	0 (-6)	0 (-6)	0		5
Team C: Moorhead Black	3 (+6)	3 (+6)	3 (+6)	3	12		1
Team D: Morris Benson Blue	0 (-6)	0 (-2)	0 (-4)	3 (+6)	3		4
Team E: Prairie Centre Maroon	1 (0)	3 (+2)	3 (+6)	0	7		3

** Team listed <b>FIRST</b> is <b>HOME</b> Team
<b>Period Length:</b> 3 periods at 15 minutes each
<b>Penalty Length:</b> 1 minute 30 seconds
<b>Breaking of Ties in Games:</b>
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.
<b>Points for non-advancing Pool Play Tournaments:</b>
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
<b>Tie Breaking Rules for non-advancing Pool PlayTournaments:</b>
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 after seed is decided, then go back to #1 for Head to Head with last 2 teams.