

U20 SUPER CHALLENGE 2014

AUGUST 20 – 24
SWEDEN, KARLSTAD



ORGANISED BY: FÄRJESTAD BK

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GAME SCHEDULE

			Lunch	Dinner
Wednesday 20 aug	15:45	Leksands IF – MoDo Hockey	Kobbs Arena	11:00 19:00
	16:00	Jokerit – Jungadler Mannheim	Löfbergs Arena	11:00 19:00
	19:15	IFK Helsingfors - Norway	Kobbs Arena	13:00 22:00
	19:30	Färjestad BK – Rögle BK	Löfbergs Arena	13:00 22:00
Thursday 21 aug	15:45	Rögle BK - Jokerit	Kobbs Arena	11:00 19:00
	16:00	Leksands IF – IFK Helsingfors	Löfbergs Arena	11:00 19:00
	19:15	Färjestad BK – Jung. Mannheim	Kobbs Arena	13:00 22:00
	19:30	MoDo Hockey - Norway	Löfbergs Arena	13:00 22:00
Friday 22 aug	15:45	IFK Helsingfors – MoDo Hockey	Kobbs Arena	11:00 19:00
	16:00	Jungadler Mannheim – Rögle BK	Löfbergs Arena	11:00 19:00
	19:15	Norway - Leksands IF	Kobbs Arena	13:00 22:00
	19:30	Färjestad BK - Jokerit	Löfbergs Arena	13:00 22:00
Saturday 23 aug	12:45	A3 - B4	Kobbs Arena	15:30 19:00
	13:00	B1 - A2	Löfbergs Arena	15:30 19:00
	16:15	B3 - A4	Kobbs Arena	12:00 20:00
	16:30	A1 - B2	Löfbergs Arena	12:00 20:00
Sunday 24 aug	10:45	7-8 place. Last A3-B4 - B3-A4	Kobbs Arena	13:30
	11:00	3:rd prize. Last B1-A2 - A1-B2	Löfbergs Arena	13:30
	14:15	5-6 place. Winner A3-B4 - B3-A4	Kobbs Arena	10:30
	14:30	Final. Winner B1-A2 - A1-B2	Löfbergs Arena	10:30

GROUPS

Group A

Färjestad BK
Jokerit
Jung. Mannheim
Rögle BK

Group B

IFK Helsingfors
Leksands IF
MoDo Hockey
Norway

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Playing format:

Participating club teams are divided into two groups of four. All plays all in a qualifying round. The two top teams of each group will play semi-finals and finals. The other two teams of each group will play placement games. All teams play a total of 5 games each.

Competition rules:

The Swedish Ice Hockey Association rules for U20 teams apply.

Game duration 3 x 20 minutes effective time. Warm up 20 minutes.

In case of a tied game after full time, a 5 minute period of sudden death will be played. If the result is still a tied game after sudden, the game will be decided on penalty shots. Every team gets to shoot 3 penalties each with different penalty shooters. If it is still a tie after those penalty shots the game will be decided on sudden death-penalties where the teams can use any of the earlier penalty shooters.

In every game a maximum of 22 players may be used (20 players + 2 goal keepers).

Points: 3p for victory, 1p for tie, 2p for victory of sudden/penalty game, 0p for lost game.

Ranking between teams in the table is decided on:

1. Number of acquired points.
2. At the same number of acquired points, head to head results will decide.
3. At the same number of points for two teams, and a tie in head to head results the order will be decided on a: goal difference b: highest number of scored goals (a and b = total from all games in the qualifying and/or playoff groups) c: highest number of wins d: least number of penalties in the qualifying and/or playoff group e: draw.
4. At the same point between three or more teams, the order will be decided on these teams head to head, in a head to head series after, a: points, b: goal difference, c: most scored goals.
5. If several teams in point 4 has the same point, goal difference and number of scored goals their placement will be decided according to point 3 above.

If any team would want to make an official protest, these should be handed in to the Competition Management at the latest 20 minutes following the finished game. The cost for a protest matter is 500 SEK and is repaid if the protest is accepted.

Main Contacts/Tournament office:

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