

# **TRIAD 'STARS' TOURNAMENT**

## **Greensboro & Winston-Salem, NC**

### **2010**

**TOURNAMENT CONTACT:**  
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**Dear Applicants:**

Your team is invited to participate in the Triad 'Stars' Tournament 2010 that will take place in Greensboro and Winston-Salem, NC over two weekends in March. We are very excited about our upcoming tournament and are pleased that your team may be interested joining us. Please take a few moments and read through the following information regarding the tournament format, rules, etc. If there are any questions please feel free to contact me at the above email addresses or phone numbers. Please complete the attached forms and email back. Team cost is \$850; a \$200 non-refundable deposit will be required by February 8, 2010 with remaining tournament fee due prior to the tournament date. Checks may be mailed to the above address and made out to Paul Fidishun at your earliest convenience.

#### **Division Tournament Dates**

March 12 – 14: PeeWee A and Bantam A

March 19 – 21: Mite House, PeeWee Rec/B and Squirt AA

**Thank You to our  
2010 Tournament Sponsors**



## **Game Play and Rules**

All round robin games will consist of three 12 minute stop clock periods. Each round robin game will have a 65 minute curfew. At the determination of the referee or tournament official, the third period may be changed to a run clock at a point that maintains the 65 minute curfew. Coaches will be notified if this is the case. The final Championship Game will consist of three 15 minute stop clock periods with an 80 minute curfew.

Penalties will be 90 seconds in length during round robin play, 2 minutes during Championship games.

Please be prepared to begin games up to fifteen minutes early. A three minute warm-up period will be provided at the beginning of each game. One time out is available to each team during the game.

Tournament is sanctioned by USA Hockey and USAH rules will be used and enforced.

All teams to submit a copy of USAH certified roster. Any players added for this tournament that are not on the team's 2009 – 2010 certified roster must be approved by the Tournament Committee. Any team requesting the addition of players to their certified roster must provide the committee with the players 2009 – 2010 playing history including all teams played for and level of play during the current season. A failure to disclose fully any additional player's history may result in the team's disqualification from the tournament and forfeiture of all tournament fees.

A Tournament Resolution Committee will be set up for the tournament weekends to resolve any issues that may arise during tournament play. Any decisions made by the Tournament Resolution Committee are binding and final. Participating teams must abide by any decisions made by the Resolution Committee.

## **Standings and Ties**

Teams will receive points based on each period and the final score. One point will be awarded for the winner of each period and two points awarded for the over all game winner. In case of a tie the points will be split

Determination for the championship game will be based on total points received during round robin play. Tie breakers for final game placement will be 1) head to head competition, 2) most games won, 3) most periods won, 4) fewest goals against, 5) goal differential (5 goal max per single game), 6) fewest penalties against.

There will be no overtime play in any round robin game. If the score is tied at the end of the championship game, teams will move directly to a three minute, 4 on 4 running clock sudden death overtime. If teams remain tied following overtime, a 5 person shootout will take place. Shootout will continue until one team wins. Home team (highest seed) will decide shot order

## **Home Team Responsibilities**

The team designated as the home team on the schedule will wear white or light colored jerseys.

The Tournament will supply a clock operator. The home team shall supply the score keeper for every game. Score sheets will be provided by the tournament. All teams are encouraged to have a person man their penalty box.

## **Awards**

A Tournament Championship banner will go to the first place team along with individual trophies. Second and third place teams will receive individual trophies. Runner up team will receive individual tournament medals. The skills competition will award individual gold, silver, and bronze medals to the first three places.

## **Tournament T-shirts**

Tournament t-shirts will be available to teams through advance order. An order form is attached to this application. A limited number of additional tournament t-shirts will be available for purchase during the tournament.

## **Tournament Photographer**

The tournament committee is currently trying to secure a tournament photographer for all games.

## **Pin Trade**

Teams are invited to participate in a pin trade.

## **Hotels**

A list of area host hotels will be provided to all teams in early February. All out of town teams will be required to stay at the sponsoring hotels.

# TRIAD 'STARS' TOURNAMENT

## Player Roster Form

Full Team Name:	Division:
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	Player Name	Jersey #	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20	Head Coach Email		
21	Manager Phone Email		

Team Official	Print Name	CEP #
Head Coach		
Team Manger		
Assistant Coach		
Assistant Coach		

Pin Trade Participation?      \_\_\_\_\_ Yes      \_\_\_\_\_ No  
 Please also submit team's USAH certified roster

# TRIAD 'STARS' TOURNAMENT

## Skills Competition

Team Name	
<b>TYPE</b>	<b>BREAKAWAY CHALLENGE</b>
Shooter 1 Shooter 2 Shooter 3 Shooter 4 Shooter 5	Player Name
Goalie 1	Player Name
	<b>SNIPER FIRE</b>
Shooter 1 Shooter 2 Shooter 3 Shooter 4 Shooter 5	Player Name
	<b>SPEED CHALLENGE</b>
Forward Skater	Player Name
Defensive Skater	Player Name
	<b>STARS RELAY</b>
Goalie Player 1 Player 2 Player 3 Player 4 Player 5 Player 6 Player 7 Player 8 Player 9 Player 10 Coach	Player Name

# TRIAD 'STARS' TOURNAMENT

## Skills Competition

We invite all teams to participate in the Skills Competition. The competition is scheduled for Saturday evening at the Greensboro IceHouse and Winston-Salem LJVM Annex and will last for approximately one hour at each age group. This event is organized to allow each player on every team to participate in at least one event. The teams will compete against one another for the Gold, Silver, and Bronze Skills Competition Medals. Please complete the skills competition form listing the players in each event and submit to us with the team roster. You may adjust the players in each skill after submittal but please ensure everyone on the team gets to participate in as many events as possible.

The events include: The Breakaway Challenge, Sniper Fire, Speed Challenge, and the Stars Relay. The object is to accumulate lots of points in the Breakaway, Sniper Fire, and Speed Challenge so you can reduce your official time in the Stars Relay. Please keep in mind that you cannot use the same player for the Sniper Fire and Speed Challenge since these events may occur simultaneously. The three teams with the lowest overall times (after being reduced by accumulated points from the Breakaway, Sniper Fire and Speed Challenge) are awarded individual gold, silver, or bronze medals. In the case of a tie, a fastest skate competition will be done. The activities are described below:

### **BREAKAWAY CHALLENGE**

Each team enters 5 players and one goalie. The object of this game is two-fold. The players receive one point for each goal scored and the goalies receive one point for each puck saved. Each player shoots twice on the goalies and each goalie faces ten shots. To begin this event one team of five players will line up at the top of blue line and one goalie will take the net. The first player will go one on one with the goalie. After shooting the shooter will skate back to his team and the next shooter will then go one on one with the goalie. This rotation will be repeated until each player has shot once. After all five players have shot they will move to the side boards and the next team of five will line up for the breakaway. The same goalie will remain in net against this next team of five players. Once each player on this team has shot against the goalie, the players move to the side boards and a new goalie takes the net. For example, there are four teams. Team 1 players shoot against team 2 goalie, after each player on team 1 has shot on team 2 goalie, the next team, team 3 will shoot on Team 2 goalie. Team 2 goalie will have completed the event after each player on team 3 has shot on him. The next goalie will take the net and face the next two teams, Teams 4 and 1. Each team earns one point for each goal or save made. A maximum of 20 points can be accumulated in this event. Every point in this event equals a one second deduction in your relay time.

### **SNIPER FIRE**

Each team enters 5 players into the competition. The object of the game is to get the most pucks in the net. Each player shoots five pucks from a stationary position attempting to get the puck through one of shooting target holes. The puck must go through one of the holes off the ice. Any puck entering the net on the ice is disallowed. Each team receives one point for every score. A maximum of 25 points can be accumulated in this event. Every point earned in this event equals a one second deduction in your relay time.

## **SPEED CHALLENGE**

Each team enters 2 players; 1 forward and 1 defensive skater, into this competition. The object of the game is to get the fastest combined time between your two players. An obstacle course will be set up for this event. The forward skaters will skate forward through the obstacle course first. Once their time has been recorded the defensive players will skate backwards through the obstacle course. This rotation will continue until all teams have finished. Points will be awarded to the teams with the fastest overall time. Points are as follows: 1<sup>st</sup> gets 20 points, 2<sup>nd</sup> gets 15 points, 3<sup>rd</sup> gets 10 points, 4<sup>th</sup> gets 5 points. Every point earned equals a one second deduction in your relay time.

## **STARS RELAY**

Each team enters 10 skaters, 1 goalie, and 1 coach (has to be listed on roster and must wear skates and their helmet) into this competition. The object of the game is to get through our relay course faster than all the other teams. During the relay, the skater will weave around four pylons, jump over a stick, skate full circle around one pylon, dive under a stick, and then sprint to the goal line where you pick up an object. After getting the object the skater will sprint back to the starting point and place the object in a bucket. Throughout the relay the skater will be skating with a stick-like baton. The baton must be passed along to the next player in line after placing the object in the bucket. All 12 skaters must complete the relay course. If a team messes up and misses a player we will take an average of the skaters completing the relay from that team and add the average to their official time. The relay is scored by time and gets reduced by the points accumulated in the other events. Each point equals a one second deduction from the relay.

## **ADDITIONAL INFORMATION**

Each team must assign at least three coaches/parents to coordinate your team during the event (may bring your skates and must wear a helmet). It will be their responsibility to have the players ready at the proper event and to assist the tournament staff with the teams on the ice. The first group will take the ice and do their Sniper Fire and Speed Challenge activities simultaneously. When these events are finished the teams will do the Breakaway Challenge and finish the competition with the Stars Relay. When the relay ends the coaches and their teams stay on the ice for the final result (time allowing). Teams will be awarded the gold, silver, and bronze medals.

# TRIAD 'STARS' TOURNAMENT WELCOME BOOKLET SPONSOR PROGRAM ADVERTISEMENT

We invite all area businesses, teams, and families to place advertisements, well wishes and good lucks for the players or teams in this year's Welcome and Program Booklet. Please email all information to the tournament contact at least four weeks prior to the start of the tournament. All program ads will need to be print ready with the exception of text messages which we will format for you. Individuals may mail payment of either check or money order directly to the tournament contact. Send to 6514 Dornoch Drive, Greensboro, NC 27410. All checks shall be made out to Paul Fidishun and must be received a minimum of two weeks prior to the tournament. Please contact us for additional sponsorship possibilities not listed.

Tournament Ads, Sizes, and Prices are as follows:

<b><u>SIZE</u></b>	<b><u>PRICE</u></b>
1/8 Page or Business Card	\$20
1/4 Page	\$40
1/2 Page	\$60
Full Page (Inside Cover)	\$100
Full Page (Back Inside Cover)	\$130
Full Page (Back Outside Cover)	\$150
<b>Tournament Sponsor:</b> (Ad on all Banners and Front of Welcome Booklet)	\$200 (minimum)
<b>Skills Competition Sponsor:</b> (Skills Competition to be named after sponsor. Ad on all banners and front of welcome booklet. Recognition of sponsor during event.)	\$500

# TRIAD 'STARS' TOURNAMENT T-Shirt Pre-Order Form



Team Name:	Division:
Size	Quantity
YS 6-8	
YM 10-12	
YL 14-16	
Adult Small	
Adult Medium	
Adult Large	
Adult X-Large	
Adult XX-Large	
Total Youth Size @ \$12	
Total Adult Size @ \$15	
Total Cost	

Tournament T-shirts, short sleeve, with the Triad 'Star' Tournament logo will be available to each team by pre-order and will be available for pickup on the first day of the tournament. Please return your team order sheet along with a check to cover the total of the order. The deadline for pre-orders is February 21, 2010. Pre-order sheets may be emailed to [fidishunp@bellsouth.net](mailto:fidishunp@bellsouth.net) and checks made out to tournament contact and mailed to 6514 Dornoch Drive, Greensboro, NC 27410. A limited number of t-shirts will be available for sale at the tournament but please pre-order to ensure that everyone who would like one will be able to receive one.