



Revision 1

Charlotte Sports Center Regional Tournament - Friday, February 12, 2010

| GAME | TIME | DIVISION | LR | HOME (LIGHT JERSEYS) | LR | AWAY (DARK JERSEYS) |
|------|----------|----------|----|----------------------|----|--------------------------|
| 1 | 7:00 PM | 16u | 1 | Dragons Red 14U | 3 | Jr. Checkers White |
| 2 | 7:40 PM | 14u | 2 | Speed | 4 | Dragons Red 12U |
| 3 | 8:20 PM | 14u | 1 | Jr. Checkers | 3 | Dragons White |
| 4 | 9:00 PM | 16u | 2 | Black Out | 4 | Jr. Checkers Red |
| 5 | 9:40 PM | 16u | 1 | Dragons Red 16u | 3 | Myrtle Beach Wave |
| 6 | 10:20 PM | 16u | 2 | Raleigh Speed | 4 | Vitamin Water Revolution |
| 7 | 11:00 PM | 18u | 1 | Speed | 3 | Team Carolina |
| 8 | 11:40 PM | 16u | 2 | Black Out | 4 | Dragons Red 16u |
| 9 | 12:20 AM | 18 | 1 | Charlotte One Timers | 3 | Vitamin Water Revolution |



Coastal Cup is a USA Hockey Inline Sanctioned Event



Revision 1

Charlotte Sports Center Regional Tournament - Saturday, February 13, 2010

| GAME | TIME | DIVISION | LR | HOME (LIGHT JERSEYS) | LR | AWAY (DARK JERSEYS) |
|-------------|-------------|-----------------|-----------|-----------------------------|-----------|----------------------------|
| 10 | 5:40 AM | 10u | 1 | Jr. Checkers | 3 | TC 99 |
| 11 | 6:20 AM | 10u | 2 | Dragons Red | 4 | Speed |
| 12 | 7:00 AM | 12u | 1 | Jr. Checkers | 3 | Dragons White |
| 13 | 7:40 AM | 12u | 2 | TC 99 | 4 | Speed Blue |
| 14 | 8:20 AM | 10u | 1 | Dragons Red | 3 | Jr. Checkers |
| 15 | 9:00 AM | 14u | 2 | TC 96 | 4 | Speed |
| 16 | 9:40 AM | 10u | 1 | Speed | 3 | TC 99 |
| 17 | 10:20 AM | 14u | 2 | Dragons White | 4 | Carolina Fusion |
| 18 | 11:00 AM | 12u | 1 | Dragons White | 3 | Speed Blue |
| 19 | 11:40 AM | 12u | 2 | TC 99 | 4 | Jr. Checkers |
| 20 | 12:20 PM | 14u | 1 | Carolina Fusion | 3 | Dragons Red 12U |
| 21 | 1:00 PM | 14u | 2 | Nightmares Blue | 4 | Nightmares White |
| 22 | 1:40 PM | 14u | 1 | Jr. Checkers | 3 | TC 96 |
| 23 | 2:20 PM | 14u | 2 | Dragons Red 12U | 4 | Nightmares White |
| 24 | 3:00 PM | 14u | 1 | Nightmares Blue | 3 | Dragons White |
| 25 | 3:40 PM | 16u | 2 | Dragons Red 14U | 4 | Myrtle Beach Wave |
| 26 | 4:20 PM | 16u | 1 | Jr. Checkers White | 3 | Dragons Red 16u |
| 27 | 5:00 PM | 14u | 2 | Carolina Fusion | 4 | Nightmares White |
| 28 | 5:40 PM | 14u | 1 | TC 96 | 3 | Nightmares Blue |
| 29 | 6:20 PM | 14u | 2 | Speed | 4 | Jr. Checkers |
| 30 | 7:00 PM | 16u | 1 | Jr. Checkers Red | 3 | Vitamin Water Revolution |
| 31 | 7:40 PM | 18u | 2 | Speed | 4 | Charlotte One Timers |
| 32 | 8:20 PM | 16u | 1 | Dragons Red 14u | 3 | Speed |
| 33 | 9:00 PM | 16u | 2 | Jr. Checkers Red | 4 | Myrtle Beach Wave |
| 34 | 9:40 PM | 18u | 1 | Vitamin Water Revolution | 3 | Team Carolina |
| 35 | 10:20 PM | 16u | 2 | Jr. Checkers White | 4 | Speed |
| 36 | 11:00 PM | 16u | 1 | Black Out | 3 | Vitamin Water Revolution |
| 37 | 11:40 PM | 18u | 2 | Speed | 4 | Vitamin Water Revolution |
| 38 | 12:20 AM | 18u | 1 | Team Carolina | 3 | Charlotte One Timers |



Revision 1

Charlotte Sports Center Regional Tournament - Sunday, February 14, 2010

| GAME | TIME | DIVISION | LR | HOME (LIGHT JERSEYS) | LR | AWAY (DARK JERSEYS) |
|-------------|-------------|------------------|-----------|-----------------------------|-----------|----------------------------|
| 39 | 5:40 AM | 12u | 1 | Speed Blue | 3 | Jr. Checkers |
| 40 | 6:20 AM | 12u | 2 | Dragons White | 4 | TC 99 |
| 41 | 7:00 AM | 10u | 1 | Speed | 3 | Jr. Checkers |
| 42 | 7:40 AM | 10u | 2 | TC 99 | 4 | Dragons Red |
| 43 | 8:20 AM | 12u Silver Final | 1 | #3 Seed | 3 | #4 Seed |
| 44 | 9:00 AM | 12u Gold Final | 2 | #1 Seed | 4 | #2 Seed |
| 45 | 9:40 AM | 10u Silver Final | 1 | #3 Seed | 3 | #4 Seed |
| 46 | 10:20 AM | 10u Gold Final | 2 | #1 Seed | 4 | #2 Seed |
| 47 | 11:00 AM | 14u Silver Semi | 1 | #5 Seed | 3 | #8 Seed |
| 48 | 11:40 AM | 14u Silver Semi | 2 | #6 Seed | 4 | #7 Seed |
| 49 | 12:20 PM | 16u Gold Semi | 1 | #1 Seed | 3 | #4 Seed |
| 50 | 1:00 PM | 16u Gold Semi | 2 | #2 Seed | 4 | #3 Seed |
| 51 | 1:40 PM | 16u Silver Semi | 1 | #5 Seed | 3 | #8 Seed |
| 52 | 2:20 PM | 16u Silver Semi | 2 | #6 Seed | 4 | #7 Seed |
| 53 | 3:00 PM | 14u Gold Semi | 1 | #1 Seed | 3 | #4 Seed |
| 54 | 3:40 PM | 14u Gold Semi | 2 | #2 Seed | 4 | #3 Seed |
| 55 | 4:20 PM | 18u Semi | 1 | #1 Seed | 3 | #4 Seed |
| 56 | 5:00 PM | 18u Semi | 2 | #2 Seed | 4 | #3 Seed |
| 57 | 5:40 PM | 14u Silver Final | 1 | Game 47 Winner | 3 | Game 48 Winner |
| 58 | 6:20 PM | 16u Gold Final | 2 | Game 49 Winner | 4 | Game 50 Winner |
| 59 | 7:00 PM | 14u Gold Final | 1 | Game 53 Winner | 3 | Game 54 Winner |
| 60 | 7:40 PM | 16u Silver Final | 2 | Game 51 Winner | 4 | Game 52 Winner |
| 61 | 8:20 PM | 18u Final | 1 | Game 55 Winner | 3 | Game 56 Winner |



**Coastal Cup is a USA Hockey Inline
Sanctioned Event**



Revision 1

Charlotte Sports Center Regional Tournament - Teams, Rules and Formats

10u Age Group - One Division

| | |
|-------------|------------------------|
| Dragons Red | Speed |
| TC 99 | Charlotte Jr. Checkers |

12u Age Group - One Division

| | |
|------------------------|---------------|
| TC 99 | Dragons White |
| Charlotte Jr. Checkers | Speed Blue |

14u Age Group - One Division

| | |
|---------------------------|------------------------|
| Carolina Nightmares Blue | Speed |
| Carolina Nightmares White | Charlotte Jr. Checkers |
| Dragons Red (12U) | TC 96 |
| Carolina Fusion | Dragons White |

16u Age Group - One Division

| | |
|--------------------|--------------------------|
| Black Out | Vitamin Water Revolution |
| Jr. Checkers Red | Dragons Red 14u |
| Jr. Checkers White | Dragons Red 16u |
| Raleigh Speed | Myrtle Beach Wave |

18u Age Group - One Division

| | |
|---------------|--------------------------|
| Speed | Vitamin Water Revolution |
| Team Carolina | Charlotte Checkers |

Coastal Cup Tournament Rules at a Glance

- 1) This tournament will use USA Hockey Inline playing rules with the following additions and exceptions (for a complete list of all Coastal Cup rules and procedures, please see the Coastal Cup web site).
- 2) **Coastal Cup features On-Time scheduling.**
All games will start at their scheduled time. However, all teams should be ready to play 15 minutes before their game.
- 3) If you are not prepared to play at the end of the warm-up period, you will be assessed a delay of game penalty. If you are not prepared to play five minutes after the warm up period, you will be assessed a second delay of game penalty. If you are not prepared to play 10 minutes after the warm up period, you will be subject to forfeit.
- 4) Teams must provide their own warm-up pucks.
- 5) There is a eight-goal mercy rule. If a team is ahead by eight goals, the game ends. Teams will be allowed to finish the first period of play, but the game is officially over when the score differential reaches eight goals. Any penalties, including misconducts, that occur during extra time will be enforced.
- 6) Games will be three 10-minute halves, running time. However, the last two minutes of the third period will be stop time. if the goal differential is two goals or less.
- 7) For tied games during round-robin play, there will be a three-minute, 3-on-3 overtime period. This period will be running time. If the game remains tied after this extra period, the game will end as a tie and both teams will receive one point in the standings.
- 8) For tied games during playoffs (excluding finals), there will be a three-minute, 3-on-3 overtime period. This period will be running time. If the game remains tied after this extra period, there will be an additional three-minute, 2-on-2 overtime period. This period will be running time. If the game remains tied after the second overtime period, there will be a three-man shootout.
- 9) For tied championship games, the teams will play 10-minute, 3-on-3 periods until a team scores to break the tie.
- 10) There are no timeouts permitted until the playoffs.
- 11) There will be a one-minute halftime break.
- 12) There will be a three-minute warmup period.
- 13) The order of finish is determined by the following tiebreaker:
 1. Total number of points (2 for a win, 1 for a tie, 0 for a loss)
 2. Head to head record (in order for this tiebreaker to apply, all tied teams must have played each other an equal number of times)
 3. Fewest goals allowed
 4. Most goals scored
 5. Fewest Penalty Minutes
 6. Four man shootout (this is only used if the tiebreaker is to determine who advances to the playoffs. If the tiebreaker is only to determine seeding for the playoffs, a coin flip shall be used instead.)
- 14) **Fighting will result in automatic ejection from the event.** Fighting is a broad term that the referees have wide latitude in determining.