



SLAVICA CUP

2026 - Category 2012

Team Guide & Regulations

Dear Coaches and Managers,

Welcome to the 2026 Slavica Cup. Our 8-team format is designed to provide high-level competition with a **guaranteed 6 matches per team**. This guide outlines all important information about the tournament. We strongly advise the teams to read it through.

We wish all participants a weekend of fair play and sporting excellence.

Tournament: **SLAVICA CUP 2026**

Category: **U14** (Players born in 2012 and younger with a maximum of 4 players born after September 1 2011.)

Dates: **April 17 - April 19, 2026**

Location: Arena of Ondrej Nepela, **HALL A & HALL B**

1. TOURNAMENT FORMAT

PHASE 1 – GROUP STAGE (DAYS 1 & 2)

Two Initial Groups (A & B)

The first stage of the tournament consists of a traditional group stage to determine initial seeding. The 8 participating teams are divided into two equal groups, Group A and Group B.

- Group Setup: 8 teams total, divided into Group A (4 teams) and Group B (4 teams).
- Match Load: Each team will play 3 matches during this phase (playing every team within their respective group once).
- Seeding: At the conclusion of this phase, teams will be ranked 1st through 4th within their own group (A1, A2, A3, A4, and B1, B2, B3, B4). These standings will dictate their advancement to Phase 2.

Establishing the Seedings:

A comprehensive league table will be generated for each group (A and B). The final rank within these groups dictates every team's path for the second phase of the tournament.

Group stage ranking Criteria for Phase 1:

1. Total Points
2. Head-to-Head: Result of the match between the tied teams.
3. Goal Difference: Total goals scored minus total goals conceded.
4. Goals Scored: Total number of goals scored.
5. Discipline: Lower number of penalty minutes over the tournament.

In the event of a tie between three or more teams, a mini-league table is created including only the matches played among the teams in question, using the same tie-breaking criteria as described above.

PHASE 2 – FINAL PLACEMENT GROUPS (DAY 2 & 3)

At the conclusion of Phase 1, all 8 teams are sorted into two new groups based on their Group A or Group B seeding. All stats from the starting group (phase 1) are discarded and all teams start phase 2 with a clean sheet. The only statistic that proceeds from phase 1 to phase 2 are penalty minutes!

Championship Group (Determines 1st to 4th Place)

The top two teams from each starting group advance to the Championship Group to play for the final title standings (1st through 4th place).

- Group Teams: A1, B1, A2, B2.
- Match Format: Teams will play a round-robin against the other three teams in this group (3 matches per team in Phase 2).
- Final Standings: The final league table within this group determines the 1st, 2nd, 3rd, and 4th place winners of the tournament.

Placement Group (Determines 5th to 8th Place)

The bottom two teams from each starting group move into the Placement Group to determine the final standings from 5th to 8th place.

- Group Teams: A3, B3, A4, B4.
- Match Format: Teams will play a round-robin against the other three teams in this group (3 matches per team in Phase 2).
- Final Standings: The final league table within this group determines the 5th, 6th, 7th, and 8th place winners of the tournament.

Group stage ranking Criteria for Phase 2:

1. Total Points
2. Head-to-Head: Result of the match between the tied teams.
3. Goal Difference: Total goals scored minus total goals conceded.
4. Goals Scored: Total number of goals scored.
5. Discipline: Lower number of penalty minutes over the tournament.

In the event of a tie between three or more teams, a mini-league table is created including only the matches played among the teams in question, using the same tie-breaking criteria as described above.

2. HOW TO WIN THE TOURNAMENT

- To win the overall tournament, a team must finish in the Top 2 of their initial group (A or B) to qualify for the Championship Group.
- The team that finishes 1st in the final Championship Group standings will be crowned the Tournament Champion.

3. GAME FORMAT & RULES

- Game Length: 2 x 20 minutes.
- Net Time: The clock stops whenever the game stops (whistle).
- Intermission: 3-minute break between periods.
- Contact: "Half-contact" is allowed.
- Ruleset: Governed by official IIHF rules.
- Referees: Professional Extraleague referees (English speaking).
- Overtime: If the game ends in a tie, a sudden-death penalty shootout determines the winner immediately.

4. POINT SCORING SYSTEM

- Regulation Win: 3 points
- Shootout Win: 2 points
- Shootout Loss: 1 point
- Regulation Loss: 0 points

5. BENCH ASSIGNMENT & SIDE OF PLAY

- Benches: Teams listed as **GUESTS** (the team on the right side in the game schedule) are expected to take the **bench that is further away from the dressing rooms**.
- Side of Play: Since the match consists of only 2 periods, the game starts with teams playing from the side of the pitch that is further away from their own bench (simulating a classic 2nd period setup).

6. DISCIPLINE & PENALTIES

- Game Misconduct: A player excluded by a higher penalty (until the end of the game) is eligible to play in the next match.
- Tournament Ban: Any player receiving two "until the end of the game" penalties during the tournament is automatically eliminated from all remaining matches.
- Serious Fouls/Injuries: If a foul results in an injury, the penalty will be assessed after the match by the Referee and Tournament Organizer.
- Protests: A protest must be filed immediately after the match by the referee or the injured team at the request of the tournament director.
- Review Process: The organizer will assess the "intent to harm". Decisions will be communicated to team contacts within 2 hours of the protest being filed. Video recordings or precise time of the incident are welcome for the review.

7. INDIVIDUAL PLAYER STATISTICS

- While we utilize specialized software to track player statistics—including **goals, assists, and penalties for players**, as well as **saves and goals conceded for goaltenders**—it is important to remember that our officials and box staff are only human and may occasionally make errors in the heat of the moment. To ensure the highest level of accuracy, **we are asking Team Managers to track these statistics independently using an official form we will provide.**
- We kindly ask parents and spectators, whether attending in person or watching via stream, to remain patient regarding real-time updates. If you notice a discrepancy in the stats, **please direct your feedback to your respective Team Manager** rather than the officials. This collaborative approach ensures a fair, transparent, and verified process for recognizing every player's individual achievements.

8. PLAYER ELIGIBILITY (Age Control)

- Standard: Born 2012 or younger.
- Exception: Each team can have in their roster **4 players born after September 1 2011**.
- Girls: Born 2011 or younger - not included in the exception above.
- Verification: All player ages will be checked.
- Violation: If a team is found using a player older than the permitted status, they will be excluded from the tournament immediately without a refund of fees or associated costs.
- Squad Lists: Final rosters must be submitted to the tournament organizers 1 day before the first match on Day 1 (ideally sent via email to andrej.urban18@gmail.com). Please note that jersey numbers can be left blank until your arrival at the stadium, but we would appreciate it if you could send them along with the roster beforehand. The organizer will check the roster and all details in the dressing room upon the team's arrival at the tournament. Please remind the players to have their identification documents with them for the first day of the tournament!
- If a team is found playing a game with a player not on their official roster, the organiser may deduct points from that team for that game!

9. EQUIPMENT & JERSEYS

- Colors: Each team must have two sets of jerseys: Light and Dark.
- Socks: Players must wear matching socks (consistent with the jersey set).

10. ON-ICE MVP CEREMONY

- Selection: Immediately after the final whistle, the Head Coach must choose the Best Player (MVP) from their own team.
- Communication: The coach must inform the Representative of the player's jersey number immediately. (Most likely the coach will be approached before the end of the game by our representative. However in case this does not happen, please give him a call or send a text message by the end of a game: **+421918955897** Thanks).
- Presentation: A tournament representative will present the awards on the ice.

11. LUNCH & DINNER SCHEDULES

- Days 0 & 1 & 2: The lunch schedule will be made known before the tournament for the first phase.
- Day 3 (Final Day): The lunch schedule for the last day will be determined after the Group Stage ends, as it is based on your final placement and subsequent game times.

TOURNAMENT CONTACTS

In case of any questions, requests, protests or appeals do not hesitate to contact us!

- Tournament Director: **Ivan Líška** - [+421 903 717 685](tel:+421903717685)
- Technical/Stats & Games Coordinator: **Andrej Urban** - [+421 918 955 897](tel:+421918955897)

GOOD LUCK

&

HAVE FUN