

## **GAME REPORT**

Home: CV Firebirds vs. Away: ONT Reign

Date: Dec 28, 2024 6:00PM PST

### **Pre-Game**

Reign: Their winning streak came to an end last night but point streak continues in a shootout loss to the Gulls. The point streak has moved the Reign up the standings to 3<sup>rd</sup> place in the Pacific.

Firebirds: A win against the Condors snapped a 3-game losing streak. Injuries, call up to the Kraken, and several callups from the ECHL Mavericks to the Firebirds, have the Firebirds playing with a youth line up. Regardless, the Firebirds can compete, but finishing games are important. Firebirds have fallen to 5<sup>th</sup> in the Pacific Division, but are 4 points out of 2<sup>nd</sup> place.

Head-to-Head: One week later, here we are again. The Reign won the back-to-back games last weekend. Until then the Firebirds own the series 3-0-0-0 this year, before the two-game sweep by the Reign. Firebirds will be playing a younger lineup. It will be interesting to see if they respond to the physical play the Reign showed in the last game. Tonight is teddy bear toss night on the Firebirds first goal.

### **1<sup>st</sup> Period**

Both teams played evenly. It was the Firebirds who got the game's first goal, and they started the teddy bear toss. Firebirds got the only power play in the period on a delay of game with puck over the glass in the defensive zone, but they struggle to get the zone time. The Reign had the most shots on goal in the period. They were attempting to shoot everything at the rookie goalie, but the Firebirds goalie stood tall.









## 2<sup>nd</sup> Period

The Reign tied the game on a rush up the ice and slap shot near the blue line. The Firebirds got a power play goal past the half way point of the period, and they could have got a few more goals as they hit the post a couple times in the period. It was the Reign who got the next two goals. The first on a 4 on 4 and second on a breakaway in the waning seconds of the period.

## 3<sup>rd</sup> Period

The Reign pepper the net and it look like they were going to take over the game. A rush up the ice by the Firebirds resulted in bank shot off the Reign goalie from behind the night that tied the game. Both teams had chances to get the go-ahead goal, but the period ended in tie.

## Overtime and Shootout

Both teams had shots at the game winning goal in the 5-minute over time, but the game went to a shootout. The Reign scored all 3 goals the shootout and the Firebirds only got 2.

## Post-Game

For the Reign, their point streak continues and they moved into a tie with the Eagles, but hold 3<sup>rd</sup> place. The Firebirds drop to 6<sup>th</sup> and are still 4 points from second place in a bunched up Pacific Division. The Firebirds have lost another game in a shootout, but they played competitive to get a point. Watching the play rather than playing gave the Reign the go-ahead goal in the second, which is a common theme with the Firebirds. Even though it was the second game in 2 nights, the Reign didn't dominate the game like they did in the 2 games last weekend. For a veteran group, the Reign struggled against the young Firebirds. The only saving grace is that Reign had a book on the Firebirds rookie goalie to win a shootout.

	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	OT	SO	Total
<b>Reign</b>	0	3	0	0	3	4
<b>Firebirds</b>	1	1	1	0	2	3

Full game statistic can be found on the AHL site: <https://theahl.com/stats/game-center/1026915>

**Team Game Stats:**

	Reign	Firebirds
<b>Shots</b>	40	22
<b>PP</b>	0 / 1	1 / 3
<b>PIM</b>	8	4
<b>SH</b>	0	0

**Unofficial stats:**

The following are unofficial statistics. The AHL doesn't show faceoff wins, icing, or offsides on the score sheet. I am tracking this on my own so there is a margin of error.

	Icing	Offside
Reign	4	1
Firebirds	2	5

Faceoff Wins	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>		Total
Reign	8	6	7	1	22
Firebirds	9	7	8	2	26

The following is a breakdown of faceoff wins based on zone and player count.

Zone	Reign			Firebirds		
	ES	PP	PK	ES	PP	PK
<b>Attack</b>	6	0	0	4	1	0
<b>Neutral</b>	6	1	0	12	1	0
<b>Defense</b>	6	0	3	6	1	1

ES – Even Strength

PP – Power Play

PK – Penalty Kill