



## **BATTLEFORDS BARONS U15A HOCKEY TOURNAMENT**

Pool A	Pool B
Battlefords Barons	Strathcona Warriors ST601
Meadow Lake Stampede	Lumsden Lions
Prince Albert Tornados	Weyburn Dodge Wings

**\*\*Rinks: DR (Don Ross Arena), BA (Battleford Arena), ACC (Access Communications Centre)**

### **Friday, December 13, 2024**

Game #	Rink	Game Time	Home (White)	Away (Dark)
Game 1	ACC	2:00-3:45pm	Battlefords Barons	Strathcona Warriors ST601
Game 2	DR	3:30-5:15pm	Meadow Lake Stampede	Lumsden Lions
Game 3	BA	7:45-9:30pm	Prince Albert Tornados	Weyburn Dodge Wings

### **Saturday, December 14, 2024**

Game #	Rink	Game Time	Home (White)	Away (Dark)
Game 4	BA	9:15-11:00am	Lumsden Lions	Battlefords Barons
Game 5	DR	12:00-1:45pm	Strathcona Warriors ST601	Prince Albert Tornados
Game 6	BA	1:15-3:00pm	Weyburn Dodge Wings	Meadow Lake Stampede
Game 7	DR	4:00-5:45pm	Prince Albert Tornados	Lumsden Lions
Game 8	DR	6:00-7:45pm	Battlefords Barons	Weyburn Dodge Wings
Game 9	DR	8:00-9:45pm	Meadow Lake Stampede	Strathcona Warriors ST601

### **Sunday, December 15, 2024**

Game #	Rink	Game Time	Home (White)	Away (Dark)
C' Final	BA	8:00-10:00am	5 <sup>th</sup> Place Overall	6 <sup>th</sup> Place Overall
B' Final	BA	10:15am-12:15pm	3 <sup>rd</sup> Place Overall	4 <sup>th</sup> Place Overall
A' Final	BA	12:30-2:30pm	1 <sup>st</sup> Place Overall	2 <sup>nd</sup> Place Overall

## Tournament Rules

- This is a sanctioned tournament (Permit #T066-25), all Hockey Saskatchewan rules and regulations apply.
- All officials are Hockey Saskatchewan carded officials. The referees' decisions are final and protests are not allowed.
- Abuse of referees and/or volunteers will not be tolerated.
- Please ensure game sheets are signed by the coaches each game.
- **Game Length:** 3–20-minute stop time periods. Floods will take place every two periods during round robin games and every period during final games. One 30 second time out per game per team (regular and playoff).
- **Home Team:** The Home Team will be the first team listed on the schedule. The Home Team will be required to wear light colored jerseys and will be responsible to change jerseys if there is a color conflict, while the visiting team will wear dark jerseys.
- **Pregame Warmup:** 5 minutes in length from the conclusion of previous game if starting on dirty ice or immediately after the ice clean is done. Teams are required to be ready 10 minutes prior to game time - games will start early if time allows.
- **Match Penalty or Gross Misconduct:** Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament.
- **Team officials:** Team officials will also fall under the same rulings as the players with regards to suspensions.
- **Scheduling:** If the tournament gets behind schedule, the Tournament Committee at their discretion can and will adjust the remaining ice times and that decision will be final.
- **Mercy Rule:** If a team is leading by 5 or more goals after two periods the game will be straight time for the third period. If the trailing team scores to narrow the spread to 4 goals, then the remaining time will revert to stop time. If the spread goes back to 5 goals or more then run time will resume. No change to the time on any current penalties will occur. Penalties incurred during straight time will be as follows: 3 minutes for each minor infraction, 6 minutes for each major infraction, and 11 minutes for each misconduct.
- **Tie Breaking Procedures:** A regulation win is 2 points. A tie is 1 point for each team. A loss in regulation is 0 points. If two or more teams are tied in the standings, it will be broken according to the SHA Handbook Tie Breaking Procedures (Section 8). This section is available at the arena.
- **Overtime:** There is no overtime in round robin games. In the finals, the teams will change ends and play 5 minutes straight time overtime period of 3-on-3. If it is still tied, a three-player shootout will follow. If it is still tied, a sudden victory shootout will take place until a winner is declared. The visiting team will shoot first. Any player who has been assessed a game misconduct, game ejection, gross misconduct, or match penalty will not be eligible. In 3 on 3, when a penalty is called in OT, the non-penalized team will add a player until the next stoppage after the penalty has expired (playing 4 on 3.) In the shootout, no player may shoot twice until all players have shot at least once.
- **Dressing Rooms:** Dressing room assignments will be predetermined by the arena staff each day. Teams will be expected to vacate their dressing room within 45 minutes of game ending, leaving it in clean condition.

## **Tie Breaking Procedure (as per SHA guidelines)**

- **Two Teams Tied - If two teams are tied:**

- i) Best win record in games played between tied teams.
- ii) If still tied, the team with the best win record.
- iii) If the two teams are still tied after i) and ii) have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against

NOTE: All games are included.

NOTE: A maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.

Example: Goals For = 10 Goals Against = 4 Goal

Percentage  $10 \div (10 + 4) = 10 \div 14 = .714$

- iv) If the teams are still tied after i), ii), iii), then the team with the least number of minutes in penalties throughout all games gains the higher position

- **Three Teams Tied**

NOTE: The three-team tiebreaker is used to determine the seeding of the three tied teams. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance, provided they played an equal number of games against one another.

- i) The team with the most wins (among tied teams), in ALL games, would gain the highest position.
- ii) If teams are still tied after i) has been applied, then the team with the best goal average gains the highest position. See formula above.

Examples:

(1) Team A – .714 = 1 seed – Advances

Team B – .500 = 3 seed – Does Not Advance

Team C – .650 = Advances

(2) Team A – .714 = 1 seed

Team B – .500 = Still Tied with Team C – go to next step iii)

Team C – .500 = Still Tied with Team B – got to next step iii)

(3) Team A – .650 = Still tied with Team B – go to next step iii) Team B – .650 = Still tied with Team A – go to next step iii) Team C – .500 = Does not advance.

- iii) If any of the 3 teams are teams are tied after i) and ii), the team with the fewest goals against will gain the highest position.
- iv) If teams are still tied after i), ii), iii), the team with the most goals for will gain the highest position.
- v) If teams are still tied after i), ii), iii) and iv) the team with the least number of minutes in penalties throughout all games will advance.