

19. U10 DIVISION YEAR END WINDUP

1901 Overview

The U10 Division consists of 3 steps of development; Step 1, Step 2 and Step 3. All three Steps of the U10 Division teams participate in the BGL, and each step will have a slightly different approach to the year end windup.

Windups generally will be held the first two weekends of March. This date will be posted on the BGL Calendar. Associations are expected to take turns hosting.

1902 Format

Games will be played to a winner.

The format will be as follows:

- Step 1: Two games, no finals, ideally on one weekend day
- Step 2: Three games, no finals, ideally over one weekend
- Step 3: Three OR Four games (depending on pool size), final games, over one OR two weekends

If at all possible, games will be played on a Saturday and Sunday. For games to be played on Monday to Friday (inclusive) BGL Executive approval is required.

See BGL Appendices for draw format.

U10 Steps playing half ice games will continue playing non-competitive games, using the same format and rules used during the regular season. (time, penalties, buzzer, scoring etc)

For those U10 Steps playing full ice games during the regular season, the format will be:

1. Warm-up will be (3) minutes and the break at the half will be (1) one minute. Games will be played to a winner. To allow for overtime, the length of the games will be as follows:
 - (2) Two – (15) fifteen minute stop time periods.
2. Windup Game Tie
 - a) When a game is tied at the end of regulation play, a sudden-victory (5) five minute overtime period will be played.
 - i. The teams will not change ends for the overtime period.
 - ii. Ring possession for the start of the overtime period will be determined by a coin toss.
 - iii. Per Section 14, the Three (3) goal rule will still apply for the OT period.
 - b) If a tie still exists at the end of the overtime period, a shootout will decide the game winner.
 - i. Per section 14, ALL players are eligible to score.

- ii. The goalie that completed the overtime period, must remain in net for the shootout;
 - iii. Coaches will submit a list of (3) three shooters to the referees during the (2) two minute break after the overtime period. This list shall include players first name, last name, and jersey number;
 - iv. Using the list, shooters will alternate, beginning with the designated home team; and
 - v. The team that scores the greatest number of goals will be declared the winner.
- c) If a tie still exists after the initial shoot-out, a single shoot-out alternating round format follows:
- i. The goalie that completed the overtime period, must remain in net for the subsequent shootout(s);
 - ii. The coach cannot use any of the original (3) three players until all other players have been used once;
 - iii. Designated goalies and injured players are exempt; and
 - iv. The first team that scores in a round when the other does not will be declared the winner.
3. GAME REPORT – Report all game results to BGL statistician (statistician@blackgoldleague.com)

4. Tiebreakers for Final Games (if applicable)

These steps shall be followed in sequence until the tied teams have been ranked in order in the standings. Once one team has been ranked, the procedure reverts back to (a). The top team shall be ranked first. If all tied teams have not played an equal number of games amongst the tied teams, the tie breaker procedure will start at step d. (this may apply for seven (7) and twelve (12) team League Championship formats).

- a) Among the tied teams, the winner of more game(s) between the tied teams during the round robin will be declared the highest position.
- b) If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.
- c) If still tied, the team having the fewest total goals against in games between the tied teams during the round robin will be declared the highest position.
- d) If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin, including cross-over games, will be declared the highest position.
- e) If still tied, the tied team with the fewest total goals against in all games during the round robin, including cross-over, will be declared the highest position.
- f) If still tied, the team having the fewest penalty minutes in games between tied teams will be declared the highest position.
- g) If still tied, the team with the fewest of penalty minutes in all round robin games, including cross-over games.
- h) If still tied, a randomly drawn team.

Association Executive shall select an individual as a representative of their Association to be present at each playoff game involving their Association. The Representative must not be or have any relationship to the coaching staff, team staff, and/or players/affiliate(s). As witness to the proceedings and outcome of the game this representative shall contact their Association Executive to determine if a formal Game Protest should be pursued.

1904 **Game Protests**

The BGL will only accept Game Protests that are brought forward from the Association Executive.

The protest must be filed within one (1) hour of the completion of the game to the BGL Vice President (vicepresident@blackgoldleague.com)

Game Protests will be heard by the Protests, Grievance, and Appeals Committee (*Section 17*).

Due to the short timeframe necessary rather than submitting a cheque; the protesting Association will be invoiced in accordance with Appendix B.

1905 **Medal Presentations – U10 Only**

All U10 Step 1 and Step 2 athletes participating in BGL are eligible to receive a medal or similar commemorative item. It is the responsibility of the Association BGL Representatives to arrange for pick-up and delivery of the items to their respective Associations.

For U10 Step-3, every effort will be made to have a member of the BGL present at the final games to present the medals to the winner and 2nd place teams in each pool. Association BGL Representatives are responsible for ensuring medals are available at these games, if they are hosted on their ice.

1906 **Cost Sharing of Ice and On-Ice Officials**

All teams participating in the U10 playoffs are responsible for paying half the cost of the ice and half the On-Ice Official(s) fees (game fee and travel fee if applicable) for each game that they participate.

The BGL will calculate the amounts owing after the completion of the playoff weekend. All Associations will be invoiced and payment must be sent to the BGL by the AGM. Associations hosting the playoffs will invoice the BGL for the ice and referee costs incurred and BGL will reimburse the host Associations at the AGM. Any Associations failing to pay their portion of the playoff costs will be considered "Not in Good Standing" (Section 4) and this Association risks forfeiture of performance bond and dismissal from BGL.