

HOLIDAY CLASSIC - 2021

TOURNAMENT FORMAT

1. AGE CATEGORIES

2006 – U16 2007 – U15 2008 – U14 2009 – U13

2. SCHEDULES:

All teams will be guaranteed **FOUR** games in Round Robin play.

3. LENGTH OF GAME:

3.1. Round Robin, Play-off, Quarter-final and Semi-final games are 12 – 15 – 15 stop time.

3.2. Championship games are 15 – 15 – 15 stop time.

4. ICE RE-SURFACING:

During Round Robin play and through the Play-off rounds, re-surfacing will occur according to the following guidelines;

For All U15 and U16 games a flood will occur **every two periods.**

For All U13 and U14 games floods will occur **at the end of the 3rd period.**

All Championship games, floods will occur **between 2nd and 3rd periods.**

5. PRE-GAME WARM-UP:

3-Minute maximum.

For all U15 and U16 games where a flood does not occur prior to the start of the game, the participating teams must begin their warm-up immediately after the teams from the preceding game have left the ice, **OR RISK A DELAY OF GAME PENALTY.**

6. TIME-OUTS:

One 30-second time-out will be allowed per game.

7. RUNNING TIME:

7.1. Only during the Round Robin play, a five-goal differential at any time in the third period will result in running time. If the deficit is reduced to three goals, stop time will resume.

7.2. No running time during all playoff games

8. AWARDS:

8.1. Tournament Champions and Finalists will receive tournament awards respectively for each member of the team as well as a Team Trophy and Banner.

8.2. For each Age Category, a Tournament Most Valuable Player will receive an Award.

9. U13 (2009):

- 9.1. Divisions of five teams will play a Round-Robin format within their division. Divisions of four teams will play a Round-Robin within their division with one Cross-Over game.
- 9.2. The 1st place and 2nd teams in each division, as well as the **best two (2)** 3rd place teams will advance to the Quarter-Finals. 1st place teams will be ranked 1 to 3, 2nd place teams will be ranked 4 to 6 and the **best two (2)** 3rd place teams will be ranked 7 to 8 to determine Quarter-final opponents; in order of the formula below.
- 9.3. There will be **NO** re-ranking once the playoff opponents are determined.

10. U14 (2008):

- 10.1. Divisions of five teams will play a Round-Robin format within their division. Divisions of four teams will play a Round-Robin within their division with one Cross-Over game.
- 10.2. The 1st place teams in each division, as well as the **best three (3)** 2nd place teams will advance to the Quarter-finals. 1st place teams will be ranked 1 to 5 and the **best three (3)** 2nd place teams will be ranked 6 to 8 to determine Quarter-final opponents; in order of the formula below.
- 10.3. There will be **NO** re-ranking once the playoff opponents are determined.

11. U15 (2007):

- 11.1. Teams will be divided into **TWO CONFERENCES**. Divisions of five teams will play a Round-Robin format within their division. Divisions of four teams will play a Round-Robin within their division with one Cross-Over game.
- 11.2. For both Conferences, the 1st and 2nd place teams in each division as well as the **best two (2)** 3rd place teams will advance to the Play-off Rounds of their respective Conference. For each conference, 1st place teams will be ranked 1 to 3, 2nd place teams will be ranked 4 to 6 and the **best two (2)** 3rd place teams will be ranked 7 to 8 to determine Play-offs opponents, in order of the formula below.
- 11.3. Play-off teams will cross over with the other conference to ensure that no team plays an opponent from their round robin games in the first round of playoffs.
- 11.4. There will be **NO** re-ranking once the playoff opponents are determined.

12. U16 (2006):

- 12.1. Teams will be divided into **TWO CONFERENCES**. Divisions of five teams will play a Round-Robin format within their division. Divisions of four teams will play a Round-Robin within their division with one Cross-Over game.
- 12.2. For McDavid Conference, the 1st place teams in each division, as well as the **best three (3)** 2nd place teams will advance to the Play-offs Rounds of their Conference. For McDavid conference, 1st place teams will be ranked 1 to 5 and the **best three (3)** 2nd place teams will be ranked 6 to 8 to determine Play-off opponents, in order of the formula below.

- 12.3. For Tavares Conference, the 1st place and 2nd place teams in each division, will advance to the Play-offs Rounds of their Conference. For Tavares conference, 1st place teams will be ranked 1 to 4 and the 2nd place teams will be ranked 5 to 8 to determine Play-off opponents, in order of the formula below.
- 12.4. Play-off teams will cross over with the other conference to ensure that no team plays an opponent from their Round Robin games in the first round of playoffs.
- 12.5. There will be **NO** re-ranking once the playoff opponents are determined.

13. FORMULA:

METHOD OF DECLARING DIVISION STANDINGS, RANKINGS & WILD CARDS.

- 13.1. **Highest points earned** during Round Robin Play.

TWO (2) TEAMS TIED IN POINTS:

- 13.2. Whichever team won the game played against the team which it is tied with, places higher, i.e. **“head to head”**.
- 13.3. Whichever team earned more **wins** based on Round Robin Play, places higher.
- 13.4. If still tied, add the goals for and against together and divide into the goals for, the team with the highest percentage placing higher. *****When applying this formula, the maximum goal differential in any game shall be no greater than 10.**
- 13.5. If still tied... least goals against
If still tied... most goals for
If still tied... fewest penalty minutes **Includes Majors (5 min.) & Misconducts (10 min.)**
If still tied.... Coin toss

THREE (3) TEAMS OR MORE TIED IN POINTS:

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd etc. 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 remaining teams. **At no time will teams using this formula go back to the two- team tiebreaker.**

- 13.6. In the games played AMONG THE TIED TEAMS ONLY, the team that earned more **points** (wins & ties included) places higher.
- 13.7. If still tied, **(all Round Robin games are included)** add the goals for and against together and divide into the goals for, the team with the highest percentage placing higher. *****When applying this formula, the maximum goal differential in any game shall be no greater than 10.**
- 13.8. If still tied... least goals against
If still tied... most goals for
If still tied... fewest penalty minutes **Includes Majors (5 min.) & Misconducts (10 min.)**
If still tied.... Coin toss

14. MAXIMUM GOAL SPREAD:

For the purpose of **calculating the formula** (add the goals for & goals against together and divide into goals for), the **Tournament Committee** has set a **10 goal spread, as a maximum**. Please note when posting the scores on the charts and website, they will be posted with this maximum restriction. The actual score on the game sheet will remain.

15. OVERTIME PROCEDURE:

Overtime will be played only in the **Play-off, Quarters, Semis & Finals**.

During the Round Robin play, if the game is tied at the end of regulation time, each team will be awarded **one** point.

15.1. FOR ALL PLAY-OFF, QUARTER AND SEMI FINAL GAMES

If tied at the end of regulation time **TEAMS WILL CHANGE ENDS** and commence to play a five (5) minute stop time sudden-victory overtime period with three (3) skaters on the ice per team until one team scores.

***** A penalty incurred during the "3 on 3" will result in the non-offending team adding an additional player to the ice until the expiration of the penalty and the first stoppage of play.**

15.2. FOR CHAMPIONSHIP GAMES:

If tied at the end of regulation time, **TEAMS WILL CHANGE ENDS** and commence to play a ten (10) minute stop time, sudden-victory overtime period.

If still tied, teams will retire to their respective dressing rooms while the ice is re-surfaced. Teams will change ends after every ten (10) minutes until one team scores.

In the event of a prolonged overtime game, the re-surfacing of the ice will be left up to the discretion of the referees and Tournament Chairperson in consultation with both teams to ensure the players' safety is of the utmost priority.