

# 2023-24 U13 AA CITY CHAMPIONSHIPS

March 8 - 10, 2024

Round Robin/Quarter Final/Semi Final Games Played at:

Cardel Rec South 333 Shawville Blvd SE Calgary, Alberta

CHAMPIONSHIP FINAL MONDAY MARCH 11, 2024 MAX BELL – PERRY CAVANAGH 5:30 PM

This game will be in conjunction with the U15 AA Championship Final that begins at 7:45 PM

Come out and support your Association!!!!



## Welcome to the 2024 U13 AA Playoffs!



## Good Luck to All Teams!

The U13 AA Playoffs will be a twelve team, round robin tournament based on the FINAL Regular Season Standings. The teams will be assigned to the following pools based on the standings:

POOL A	POOL B
1st Place	4th Place
7th Place	6th Place
12th Place	9th Place

POOL C	POOL D
3rd Place	2nd Place
5th Place	8th Place
10th Place	11th Place

Elite Council

#### Round Robin (3 game guarantee)

POOL A - 2 games vs own pool, 1 game vs team from Pool B

POOL B - 2 games vs own pool, 1 game vs team from Pool A

POOL C - 2 games vs own pool, 1 game vs team from Pool D

POOL D - 2 games vs own pool, 1 game vs team from Pool C

#### Opponents:

Teams ranked 1-4 will play: 1 Team ranked 5-8 and 2 Teams ranked 9-12

Teams ranked 5-8 will play: 1 Team ranked 1-4, 1 Team ranked 5-8 and 1 Team ranked 9-12

Teams ranked 9-12 will play: 2 Teams ranked 1-4 and 1 Team ranked 5-8

#### Quarter/Semi & Final:

The top two teams in each Pool will advance to the quarter finals and continue to play down for the U13 AA City Championship. The 3<sup>rd</sup> ranked team in each pool will be eliminated.

#### Off Ice Officials:

- Home Teams are required to provide all 4 Off Ice Officials per game:
  - Timekeeper, Scorekeeper, and two penalty box attendants



# RULES AND REGULATIONS 2023 - 2024 U13 AA PLAYOFFS

Hockey Alberta Suspension Guidelines will be utilized

#### **Tie Breaking Rules for Round Robin Games:**

#### If two (2) teams are tied after Round Robin Games:

- (A) The winner of the round-robin game between the two tied teams gains the highest position.
- (B) If still tied after (A) the team with the most wins in the round-robin gains the highest position.
- (C) If the two (2) teams are still tied after (A) and (B) has been applied, the team with the best goal ratio gains the highest position. The goal ratio of a team is to be determined in the following manner:
- Goals for minus goals against divided by goals for plus goals against. NOTE: All round robin games are included.

Example: For = 10 goals, Against = 4 goals Formula: (10 - 4) / (10 + 4) = .4286

#### NOTE: The highest ratio gains the highest position.

- (D) If the two (2) teams are still tied after (A), (B) and (C) has been applied, the team with the least number of minutes in penalties after all the round robin games gains the highest position.
- (E) If the two (2) teams are still tied after (A), (B) and (C) and (D) has been applied, the team that scored the first goal in the game between the two (2) tied teams gains the highest position.
- (F) If the two teams are still tied after (A), (B) and (C), (D) and (E) has been applied, a single coin toss will determine which team gains the highest position. The team that finishes higher in league play standing will be the team that calls the coin toss.

For the coin toss for two (2) teams tied, a single coin will be tossed with one of the teams declaring either "heads" or "tails". The team that declares the toss and is successful would then be declared the first (1st) placed team. If the team that declared the toss is unsuccessful, that team places second (2nd).



#### If three (3) teams are tied after Round Robin Games:

The point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie Break formula in deciding which team(s) will advance. If the teams are still tied:

- (A) The team with the most wins would gain the highest position.
- (B) If teams are still tied after (A) has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Goals for minus goals against divided by goals for plus goals against. NOTE: All round-robin games are included. Example: For = 10 goals, Against = 4 goals Formula: (10 - 4) / (10 + 4) = .4286

#### NOTE: The highest ratio gains the highest position.

If all three percentages are different for the three (3) teams that are tied, then first (1st), second (2nd) and third (3rd) place is decided with the highest percentage gaining first (1st) place and the lowest percentage gaining third (3rd) place. The tie breaking procedure will not go back to two teams tied.

- (C) If two teams or more are still tied after (A) and (B) has been applied, the team(s) to qualify would be the team(s) that received the least number of minutes in penalties throughout all of the round robin games.
- (D) If three teams are still tied alter (A), (B) and (C) have been applied, a coin toss will determine the highest positions.
  - i. For the coin toss involving three (3) teams tied, all three teams will each toss a coin. The team that tosses the first odd coin is declared the first (1st) place position of the three tied teams.
  - ii. The two (2) remaining teams will now toss a single coin with one of the teams declaring either "heads" or tails." The team that declares the toss and is successful would then be declared the second (2nd) place team. If the team that declared the loss is unsuccessful, that team is placed third (3rd). The team that finishes higher in league play standing will be the team that calls the coin toss.



#### **OVERTIME RULES FOR PLAYOFF GAMES (QUARTER / SEMI FINAL and CHAMPIONSHIP GAMES)**

If at the end of the three regulation twenty-minute periods the score is tied, the following shall take place:

A ten (10) minute sudden victory overtime period shall be played.

- Teams will play 4 on 4 plus a goalie for 5 minutes then 3 on 3 plus goalie for 5 minutes.
- All penalties will carry over into the overtime period. Penalties that occur in the overtime period will be served as follows, teams will play 5 on 4 plus goalie during the first 5 minutes and 4 on 3 plus goalie during the last 5 minutes. If the penalized team receives a second penalty in the first 5 minutes before the first penalty expires then the play will be 5 on 3 plus goalie. If the penalized team receives a second penalty in the last 5 minutes before the first penalty expires the teams will play 5 on 3 plus goalie. At the first stoppage of play after the penalty expires play will resume 4 on 4 plus goalie in the first 5 minutes and 3 on 3 plus goalie for the remaining time.
- Should the score be tied at the end of the overtime period a 3-player shootout will occur. No player may shoot twice before all players have shot once. The team scoring the most goals will be declared the winner. If the game remains tied after the 3 shooters, teams continue shooting in (sudden victory mode) the game cannot end until each team has taken the same number of shots.
- This format will continue until the permit time and any additional ice time is exhausted.
- If the teams are still tied after the shootout and no further ice time is available, the following criteria will be used as a tie-breaker:
  - Team who scored first in the regulation game will be declared the winner
  - If still tied the team with the fewest penalty minutes will be declared the winner.
  - If still tied the team with the most goals in the round robin games will be declared the winner.
  - If still tied the team with the lowest goals against in the round robin will be declared the winner.
  - If still tied the team with the fewest penalty minutes in the round robin games will be declared the winner.



### **Schedule**

#	DATE	START	FINISH	ARENA	VISITOR	НОМЕ	GAME
1	Friday March 08	9:15 AM	11:00 AM	CS1	12th Place	1st Place	RR Gm 1
2	Friday March 08	9:15 AM	11:00 AM	CS3	11th Place	2nd Place	RR Gm 1
3	Friday March 08	9:30 AM	11:15 AM	CS2	9th Place	4th Place	RR Gm 1
4	Friday March 08	11:15 AM	1:00 PM	CS1	10th Place	3rd Place	RR Gm 1
5	Friday March 08	11:15 AM	1:00 PM	CS3	7th Place	6th Place	RR Gm 1
6	Friday March 08	11:30 AM	1:15 PM	CS2	8th Place	5th Place	RR Gm 1
7	Friday March 08	4:15 PM	6:00 PM	CS4	9th Place	1st Place	RR Gm 2
8	Friday March 08	5:15 PM	7:00 PM	CS3	6th Place	4th Place	RR Gm 2
9	Friday March 08	6:00 PM	7:45 PM	CS2	10th Place	2nd Place	RR Gm 2
10	Saturday March 09	9:00 AM	10:45 AM	CS1	5th Place	3rd Place	RR Gm 2
11	Saturday March 09	11:00 AM	12:45 PM	CS1	12th Place	7th Place	RR Gm 2
12	Saturday March 09	12:30 PM	2:15 PM	CS3	11th Place	8th Place	RR Gm 2
13	Saturday March 09	1:45 PM	3:30 PM	CS4	9th Place	6th Place	RR Gm 3
14	Saturday March 09	4:45 PM	6:30 PM	CS1	10th Place	5th Place	RR Gm 3
15	Saturday March 09	5:15 PM	7:00 PM	CS4	7th Place	1st Place	RR Gm 3
16	Saturday March 09	6:45 PM	8:30 PM	CS1	8th Place	2nd Place	RR Gm 3
17	Saturday March 09	7:00 PM	8:45 PM	CS2	12th Place	4th Place	RR Gm 3
18	Saturday March 09	7:15 PM	9:00 PM	CS4	11th Place	3rd Place	RR Gm 3
19	Sunday March 10	8:45 AM	10:45 AM	CS3	2nd Pool B	1st Pool D	Q-Final
20	Sunday March 10	9:00 AM	11:00 AM	CS4	2nd Pool A	1st Pool C	Q-Final
21	Sunday March 10	9:30 AM	11:30 AM	CS1	2nd Pool D	1st Pool B	Q-Final
22	Sunday March 10	11:00 AM	1:00 PM	CS3	2nd Pool C	1st Pool A	Q-Final
23	Sunday March 10	5:45 PM	7:45 PM	CS2	Winner 19	Winner 20	A-Semi
24	Sunday March 10	5:45 PM	7:45 PM	CS4	Winner 21	Winner 22	A-Semi
25	Monday March 11	5:30 PM	7:30 PM	Max - PC	Winner 23	Winner 24	GOLD