# BANTAM AA PLAYOFFS 2016



Playoffs will be a twelve team, round robin tournament format involving three pools that are based on Regular Season Final Standings:

RED	BLUE	GREEN		
1 - CBHA Rangers	2 – CBHA Wranglers	3 – CBHA Blackhawks		
6 – CNHA Canucks	5 – NWCAA Stampeders	4 – CRAA White		
7 – NWCAA Bruins	8 – CRAA Gold	9 – CNHA Kings		
12 - CRAA Blue	11 – NWCAA Bronks	10 – CNHA Blazers		

## **Off Ice Officials**

• Each team will be required to provide 2 Off Ice Officials per game Home team will supply the officials to run the Clock and Visitor Penalty Box Visiting Team will supply the officials to be the Scorekeeper and Home Penalty Box.

#	POOL ROUND	DATE	Home	Away	START	END	RINK
1	RED POOL	Thu Mar 10	Rangers	Canucks	4:30 PM	6:30 PM	Winsport A
2	<b>GREEN POOL</b>	Thu Mar 10	Blackhawks	White	6:30 PM	8:30 PM	Winsport A
3	BLUE POOL	Thu Mar 10	Wranglers	Stampeders	5:45 PM	7:45 PM	Winsport D
4	BLUE POOL	Thu Mar 10	Gold	Bronks	7:45 PM	9:45 PM	Winsport D
5	<b>GREEN POOL</b>	Fri Mar 11	Kings	Blackhawks	8:15 AM	10:15 AM	Winsport C
6	GREEN POOL	Fri Mar 11	White	Blazers	8:45 AM	10:45 AM	Winsport D
7	RED POOL	Fri Mar 11	Bruins	Rangers	10:15 AM	12:15 PM	Winsport C
8	RED POOL	Fri Mar 11	Canucks	Blue	10:45 AM	12:45 PM	Winsport D
9	BLUE POOL	Fri Mar 11	Wranglers	Gold	12:30 PM	2:30 PM	Winsport C
10	BLUE POOL	Fri Mar 11	Stampeders	Bronks	1:00 PM	3:00 PM	Winsport D
11	GREEN POOL	Fri Mar 11	Blackhawks	Blazers	2:30 PM	4:30 PM	Winsport C
12	GREEN POOL	Fri Mar 11	White	Kings	3:00 PM	5:00 PM	Winsport D
12			<b>D</b>		4.45.514	C 45 D14	
13	RED POOL	Fri Mar 11	Rangers	Blue	4:45 PM	6:45 PM	Winsport C
14	RED POOL	Fri Mar 11	Canucks	Bruins	5:15 PM	7:15 PM	Winsport D
15		Eri Mor 11	Bronks	) A / no m gl o no			M/increast C
15	BLUE POOL	Fri Mar 11		Wranglers	6:45 PM	8:45 PM	Winsport C
16	BLUE POOL	Fri Mar 11	Stampeders	Gold	7:15 PM	9:15 PM	Winsport D
17	GREEN POOL	Sat Mar 12	Blazers	Kings	8:00 AM	10:00 AM	Winsport C
17	RED POOL	Sat Mar 12	Blue	Bruins	10:00 AM	10:00 AM 12:00 PM	Winsport C Winsport C
10	QTR. FINALS		Bide	Dialits	10.00 AM	12.00 PIVI	Winsport C
19	Quarter Final #1	Sat Mar 12	1st RED	WC 1	5:00 PM	7:00 PM	Winsport D
20	Quarter Final #2	Sat Mar 12	1st BLUE	WC 2	5:15 PM	7:15 PM	Winsport C
21	Quarter Final #3	Sat Mar 12	1st Green	2nd RED	7:00 PM	9:00 PM	Winsport D
22	Quarter Final #4	Sat Mar 12	2nd Green	2nd BLUE	7:15 PM	9:15 PM	Winsport C
	SEMI FINALS				7.131101	5.151101	Winsport C
23	Semi Final #1	Sun Mar 13	W19	W20	8:00 AM	10:00 AM	Winsport A
23	Semi Final #2	Sun Mar 13	W19 W21	W20	8:15 AM	10:15 AM	Winsport A Winsport B
24	CHAMPIONSHIP		VV Z 1			10.13 /101	
25	AA City Finals	Sun Mar 13	W23	W24	4:45 PM	7:00 PM	Winsport A
23	AA CILY FILIAIS	Sull Ividi 13	VV ZO	VV Z 4	4.43 8101	7.00 PIVI	willsport A

**Quarter/Semi & Final:** the top two teams in each Pool and two Wild Card teams (as determined by the rules below) will playoff for the City Championship.

## TOURNAMENT RULES

· Hockey AB Suspension Guidelines will be utilized

### **Tie Breaking Rules 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, 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,C,D and E has been applied, a single coin toss will determine which team gains the highest position.

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 or more 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).

#### **Determination of Wildcard Team Positions**

After the top 6 teams have been determined the next two highest ranked teams will become the two wildcard teams determined as follows:

- (A) Total Points in Round Robin Games
- (B) If the two (2) teams are 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, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the follow 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 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games gains the highest position.
- (E) If the two teams are still tied after A, B, C, and D has been applied, a coin toss will determine which team gains the highest position.
- (I) 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) wild card team. If the team that declared the toss is unsuccessful, that team places second wild card team (2nd).

Note: In the event that 3 or more teams are tied after the determination of the top 6 teams refer to the section on tie breaking for 3 or more teams listed in the Tie Breaking Rules for Round Robin Games.

#### **Overtime Rules for Quarter and Semi Final 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 5 on 5 plus a goalie.
- All penalties will carry over into the overtime period. Penalties that occur in the overtime period will be served as normal.
- Should the score be tied at the end of the overtime period a 3 player shootout will occur. The team scoring the most goals will be declared the winner.
- If the teams are still tied after the shootout a coin toss will be held. The team who scored first in the game will call the toss. If it was a 0 to 0 tie the team with the least number of penalty minutes will call the toss.

#### **Overtime Rules for the Championship Final Game**

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

A Twenty (20) minute sudden victory overtime period shall be played.

- Teams will play 5 on 5 plus a goalie.
- All penalties will carry over into the overtime period. Penalties that occur in the overtime period will be served as normal.
- Should the score be tied at the end of the overtime period a 3 player shootout will occur. The team scoring the most goals will be declared the winner.
- If the game remains tied after the three shooters are done, teams continue shooting in "sudden death" mode. The game cannot end until each team has taken the same number of shots.