

Stoney Creek Junior Sabres
University Showcase Tournament
September 18-20, 2009
OWHA Permit #0910006

The Tournament will be set up with 4 Divisions of 10 Teams each. Each team will play 3 Divisional Games. Teams will be seeded #1 through #10 within their respective Division after the Round Robin and your First Round Playoff Game will be preset.

After the placement within the Divisions
Teams #1 through #4 will compete for the A Championship
Teams #5 through #8 will compete for the B Championship
Teams #9 and #10 will compete for the C Championship

Game Length

12/12/15 with a three (3) minute warm up prior to each game. **Note: Overtime will be played in Round Robin Games if game is tied after regulation time (see below).**
NO TIME OUTS IN ROUND ROBIN.

PLEASE BE PREPARED TO START 15 MINUTES BEFORE YOUR SCHEDULED GAME TIME.

Rink Resurfacing

- The ice will be resurfaced after every second period played on the ice surface. Teams will be notified before their games what their game flood schedule is.
- The ice will not be resurfaced prior to overtime; overtime will be considered as part of the preceding period.
- The Tournament Committee retains the right to alter the resurfacing schedule if the need arises.

Dressing Rooms

ROOM KEYS:

Please leave a set of car keys at the Sign-In Table to receive your dressing room key. Please return the room key to the Sign –In Table after your game. Please clear your dressing room approx. 30-minutes after your game.

Tournament Format

- 4 Divisions of 10 teams each.
- Each team will play 3 round robin games within their Division.
- Teams will then be seeded within their Division from #1 – #10 after the Round Robin Games based upon points obtained,
WIN = 2 points, TIE = 1 point, LOSS = 0 points.
An Overtime WIN = 2 points, An Overtime Loss = 1 point,
An Overtime TIE = 1 point for each Team.
- Teams seeded #1 and #4 within their Division will compete in the “A” Grand Championship Playoff Round.
- Teams seeded #5 and #8 within their Division will compete in the “B” Championship Playoff Round.
- Teams seeded #9 and #10 within their Division will compete for the “C” Championship Playoff Round

Round Robin Overtime

- **OVERTIME (4 on 4)** If the game is tied after regulation play a 3-minute (stop time) sudden victory period playing 4 players plus a goalie (4 on 4). Teams will not switch ends. If a penalty is called the teams will play 4 on 3. If a second penalty is called against the same team the teams will play 5 on 3 and could play 5 on 5 or 5 on 4 if penalties expire during play. If this occurs the teams will play 5 on 5 or 5 on 4 until the next whistle then revert back to 4 on 4 or 4 on 3. **Note: 2 points for a win in OT and 1 point for a loss in OT. If still tied after OT both teams receive 1 point.**

Final Division Standings

If there is a tie in points after the round robin games, the following tiebreakers will be used to break the tie:

- (1) Record against other tied teams;
- (2) Most wins in round robin
- (3) Fewest goals allowed in round robin play;
- (4) Goals scored minus goals against in round robin play;
- (5) Fewest penalty minutes in round robin play;
- (6) Earliest First goal scored in Round Robin
- (7) Flip of a coin.

Example:

First Tiebreaker (Head to Head)

If 3 teams are tied for 1st place with 4 points each and no one defeated the other 2 teams proceed to tiebreaker #2

Second Tiebreaker (Most Wins)

If teams had the same amount of wins then proceed to tiebreaker #3

Third Tiebreaker (Fewest Goals allowed)

Goals Allowed: Team #1: 3 GA, Team #2: 5 GA, and Team #3: 5 GA.
Team #1 would be awarded 1st place due to the fewest goals allowed

Forth Tiebreaker (Goals for – Goals against)

Team #2 and Team #3 are still tied with 5 goals against then the next tiebreaker is plus/minus in which Team #2 would be awarded second place with a +7 vs Team # 3 with a +6. (In a 3- way tie when one team is awarded a position the remaining teams continue on with the tie breaking rules – Head to Head winner only matters if one or more team(s) has defeated other team(s) in the first tiebreaker.

Fifth Tiebreaker (Fewest Penalty Minutes)

Sixth Tiebreaker (Earliest Goal scored in Round Robin)

Seventh Tiebreaker (Flip of Coin)

Playoffs

- One-30 second timeout will be permitted per team/per game in all Playoff Games.
- **PLAYOFF OVERTIME (4 on 4)** If the game is tied after regulation play a 5-minute (stop time) sudden victory period playing 4 players plus a goalie (4 on 4). Teams will not switch ends. If a penalty is called the teams will play 4 on 3. If a second penalty is called against the same team the teams will play 5 on 3 and could play 5 on 5 or 5 on 4 if penalties expire during play. If this occurs the teams will play 5 on 5 or 5 on 4 until the next whistle then revert back to 4 on 4 or 4 on 3.
- If the game is still tied a Sudden Victory Shoot Out will take place. Players are to be sent to centre ice one at a time. Coaches do not need to name shooters ahead of time on game sheet. Timekeeper will record Shooters # on the game sheet.
- Shots are taken one at a time with the Visiting Team going first.
- The Game continues until a team scores and the opposing team is unsuccessful.
- A player that has a penalty at the end of the Overtime period or has been ejected cannot participate in the Shoot Out. No player can take a second shot until all players (excluding the goalies) have taken a shot.
- **NOTE: In Championship Games (A, B and C). Overtime will be a 10-minute (stop time) period before a Shoot Out is required. Shoot Out will be a 3 player Shoot Out with each team sending out 3 shooters. If still tied after 3 shooters each team will send out 1 shooter at a time until a winner is determined.**