

2024-2025 U13AA CITY CHAMPIONSHIPS

March 7 - 9, 2025

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

Cardel Rec South 333 Shawville Blvd SE Calgary, Alberta

CHAMPIONSHIP FINAL MONDAY MARCH 10, 2025 MAX BELL – PERRY CAVANAGH 5:30 PM

This game will be in conjunction with the U15AA Championship Final that begins at 7:45 PM Come out and support your Association!!!!



Welcome to the 2024 - 2025 U13AA Playoffs!



HOCKEY CALGARY

Good Luck to All Teams!

The U13AA 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	PO
CBHA WRANGLERS	NWCAA BRONKS	CN
CRAA BLUE	CNHA GOLD	NV
CRAA GOLD	CBHA HAWKS	CN

POOL C	POOL D
CNHA GREEN	CRAA WHITE
NWCAA STAMPS	CBHA RANGERS
CNHA BLACK	NWCAA BRUINS

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 U13AA City Championship. The 3rd 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 2024 - 2025 U13AA 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)

OVERTIME

If the score is tied at the end of regulation time, the following shall take place:

A five (5) minute sudden victory overtime period shall be played.

- Teams will play 3 on 3 plus goalie for 5 minutes.
- All penalties will carry over into the overtime period.

<u>SHOOTOUT</u>

- Should the score be tied at the end of the overtime period, a 3-player shootout will occur.
- If the game remains tied after the 3 shooters, teams continue shooting in sudden victory mode.
- The team scoring the most goals will be declared the winner.
- The game cannot end until each team has taken the same number of shots.
- Shooter Eligibility
 - No player may shoot twice until everyone who is eligible to shoot has shot.
 - Players serving minor penalties may participate in the shootout.
 - Players assessed misconducts, or any game misconduct are not allowed to participate on the shootout.

UNFORSEEN CIRCUMSTANCES

- 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.



Elite Council

Schedule

#	DATE	START	FINISH	ARENA	VISITOR	HOME	#
1	Friday	9:00 AM	10:45 AM	CRS1	CRAA GOLD	CBHA WRANGLERS	RR Gm 1
2	Friday	9:15 AM	11:00 AM	CRS2	NWCAA BRUINS	CRAA WHITE	RR Gm 1
3	Friday	11:00 AM	12:45 PM	CRS3	СВНА НАЖКЅ	NWCAA BRONKS	RR Gm 1
4	Friday	11:15 AM	1:00 PM	CRS4	CNHA BLACK	CNHA GREEN	RR Gm 1
5	Friday	11:00 AM	12:45 PM	CRS1	CRAA BLUE	CNHA GOLD	RR Gm 1
6	Friday	11:15 AM	1:00 PM	CRS2	CBHA RANGERS	NWCAA STAMPS	RR Gm 1
7	Friday	5:15 PM	7:00 PM	CRS3	СВНА НАЖКЅ	CBHA WRANGLERS	RR Gm 2
8	Friday	5:45 PM	7:30 PM	CRS1	CNHA BLACK	CRAA WHITE	RR Gm 2
9	Friday	5:45 PM	7:30 PM	CRS4	CNHA GOLD	NWCAA BRONKS	RR Gm 2
10	Friday	6:15 PM	8:00 PM	CRS2	NWCAA STAMPS	CNHA GREEN	RR Gm 2
11	Saturday	9:00 AM	10:45 AM	CRS1	CRAA GOLD	CRAA BLUE	RR Gm 2
12	Saturday	11:00 AM	12:45 PM	CRS1	NWCAA BRUINS	CBHA RANGERS	RR Gm 2
13	Saturday	10:30 AM	12:15 PM	CRS3	CBHA HAWKS	CNHA GOLD	RR Gm 3
14	Saturday	12:30 PM	2:15 PM	CRS3	CNHA BLACK	NWCAA STAMPS	RR Gm 3
15	Saturday	2:45 PM	4:30 PM	CRS1	CRAA BLUE	CBHA WRANGLERS	RR Gm 3
16	Saturday	3:00 PM	4:45 PM	CRS4	CBHA RANGERS	CRAA WHITE	RR Gm 3
17	Saturday	4:45 PM	6:30 PM	CRS1	CRAA GOLD	NWCAA BRONKS	RR Gm 3
18	Saturday	5:00 PM	6:45 PM	CRS4	NWCAA BRUINS	CNHA GREEN	RR Gm 3
19	Sunday	9:30 AM	11:30 AM	CRS4	2nd Pool C	1st Pool A	Q-Final
20	Sunday	10:00 AM	12:00 PM	CRS3	2nd Pool A	1st Pool C	Q-Final
21	Sunday	10:00 AM	12:00 PM	CRS1	2nd Pool D	1st Pool B	Q-Final
22	Sunday	12:15 PM	2:15 PM	CRS1	2nd Pool B	1st Pool D	Q-Final
23	Sunday	4:15 PM	6:15 PM	CRS1	Winner 19	Winner 20	A-Semi
24	Sunday	6:15 PM	8:15 PM	CRS2	Winner 21	Winner 22	A-Semi
25	Monday	5:30 PM	7:30 PM	Max Bell - PC	Winner 23	Winner 24	GOLD

• <u>NOTE:</u> Home teams for the playoff semi final and finals (games 23, 24 & 25) will be determined by the <u>League Governor based on standings & GF/GA differential in the round robin games only</u>