



**Provincial Championships
Technical Manual**

Version 8
Updated February 2020

Manual Section	Change	Version #	Effective Date
	Re formatted entire technical manual	1-4	February 1, 2018
L 4	Added a section allowing to go direct to a shootout for consolation games if enough ice is not available	5	November 30, 2018
	Add Table of Contents	5	November 30, 2018
F 9	Changed format for 7 team provincials	6	January 9, 2019
	Removed reference to U12 provincials	7	September 2019
	Removed AA Provincials formats – separate manual	7	September 2019
	Inserted Appendices for Provincial Formats	7	September 2019
	Addition to Provincial Format Appendix	8	February 2020

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A. GENERAL

1. Remuneration for officials will be in the amounts as specified in Appendix A - Rates and Fees of the Ringette Alberta Policy Manual. Officials will be reimbursed for travel, food, and accommodations as outlined on the Ringette Alberta Expense Claim.
2. Ringette Alberta will supply 18 team medallions in gold, silver, and bronze for each division.
3. Ringette Alberta will sanction separate male provincial championships when warranted.
4. All applicable Ringette Alberta policies are in full effect
5. In the event there is any ambiguity arising from these technical regulations, Ringette Alberta will have sole responsibility for interpretation and clarification.

B. WHO CAN PARTICIPATE IN PROVINCIALS

1. Only teams of Group Member Associations may participate in Provincial Championship Tournaments. Group Member Associations must be registered with Ringette Alberta by December 1st of the current playing season. ALL PLAYERS MUST BE REGISTERED WITH RINGETTE ALBERTA.
2. A double carded team may participate in Provincial Championship Tournaments.
3. The deadline for registered teams to declare, to the Ringette Alberta office, their commitment to attend the Ringette Alberta Provincial Championships, including playdowns, is December 15th of each season. Only teams who complete their commitment to attend on time and pay the appropriate fees, and have approved Team Roster Forms (TRFs) by January 31 will be eligible to participate in Playdowns and Provincials.
4. Teams participating in Provincial Championship Tournaments are responsible for their travel, meals, and accommodation expenses.

C. PROVINCIALS DATES

1. For the purpose of Provincial Championship Tournaments, where possible the following groups will be played on the same weekend;
 - a. U14AA, U16AA, U19AA
 - b. U16A, U19A, Open A
 - c. U14A, U16B, Open B
 - d. U14B, U14C
 - e. U19B, Open C
2. The Provincial Championship Tournament dates for each year will be determined by Ringette Alberta for the upcoming season.
3. The Provincial Championship Tournament will be scheduled on Friday, Saturday, and Sunday of the assigned weekend, with no round robin games scheduled on Sunday.

D. PROVINCIAL CHAMPIONSHIPS SIZE

1. Provincial Championship sizes will be based on the number of teams in each age division and level at the conclusion of the previous season (to ensure sizes are determined in advance of the first bid deadline).
2. For U14 to U19;
 - a. Divisions with eighteen or more teams will host a twelve team Provincial Championship.
 - b. Divisions with seventeen or fewer teams will host an eight team Provincial Championship.
 - c. Divisions with fewer than eight teams will host the number of teams committed to attend.
 - d. All Provincials will have consolation games where scheduling allows.
3. For Open;
 - a. All Provincial Championships will have a maximum of eight teams.
 - b. There will be no consolation games.

E. SELECTION OF HOST TEAM FOR PROVINCIAL CHAMPIONSHIPS

1. If a hosting association only has one team in the division being hosted, that team automatically becomes the Host team.
2. If a hosting association has more than one team in the division being hosted, then the following process will apply:
 - a. Through the Playdowns process, if only one team DOES NOT win a provincial spot, then that team will become the Host team
 - b. Through the Playdowns process, if more than one team DOES NOT win a provincial spot, then the highest finishing of those teams will become the host
 - c. Through the Playdowns process, if more than one team DOES NOT win a provincial spot, and all potential host teams are eliminated in the first round of Playdowns, then a minimum of a one game playoff will be played to decide host spot (depending on the availability of ice).

F. PROVINCIAL CHAMPIONSHIP FORMATS

1. A maximum of eight or twelve teams, including one host association team, may participate in the applicable Provincial Championship Tournaments that are held for each of the U14A, B, & C, U16A & B, and U19A & B divisions.
2. Provincial Playdowns will be executed by Ringette Alberta for U14-U19 divisions. Teams will compete for Provincial Championship spots via Provincial Playdowns. Spots will be assigned to each region (North and South) based on the number of teams registered within that region.
3. Where possible, the Provincial Championship Tournaments will be played in the blocks as indicated in Section C.1 of this manual
4. Entries to these Provincial Championship Tournaments must be identified a minimum of eight days prior to the commencement of the appropriate Provincial Tournament.
5. In each Division, the following format will be played to determine the two teams to participate in the championship game. In an age division with;
 - a. Eight Teams, two pools of 4.
 - b. Twelve Teams, three pools of four, followed by a crossover game.
 - c. All formats and other size divisions are outlined in detail in the appendices.

G. PROVINCIAL CHAMPIONSHIP TOURNAMENT RULES

1. All Provincial Championship Tournaments will be played according to the Ringette Canada Official Rules and Case Book, current to that season.
2. All applicable Ringette Alberta policies are in full effect. Teams should be sure to review the following policies, which are of importance:
 - a. [2.0 Registration Policy](#)
 - b. [5.0 Player Affiliation Policy](#)
 - c. [10.0 Team Staff Policy](#)
 - d. [15.0 Suspension Policy \(Subsequent Discipline\)](#)
3. The shot clock will be used for all Provincial Championships.
4. Ringette Alberta game sheets, supplied by Ringette Alberta, will be used. A copy of the game sheet will be distributed by a representative at the control desk following the completion of the game. Distribution will be as follows; one copy to the home team, one copy to the visiting team and one copy to the Ringette Alberta office upon completion of the Provincial Championship Tournament.
 - a. Game sheets must be completed and signed by the coach or manager a minimum of twenty minutes prior to game time. Teams will indicate goaltender(s) (G), affiliate players (AP), captains (C) and assistant captains (A) on the game sheet. A delay of game penalty may be assessed for noncompliance.
 - b. All uniform numbers will coincide with the game sheet. Each player shall have an individual number and there shall be no duplicating of numbers on any team.
5. When the reference is made to the home team it will be the first team listed on the schedule.
6. In case of conflict in uniform colors, the visiting team will be required to change uniforms.

H. ON-ICE PROCEDURES FOR PROVINCIAL CHAMPIONSHIPS

1. Period Length
 - a. For all U14 divisions, periods will be eighteen minutes in length.
 - b. For all U16 and U19 divisions, periods will be twenty minutes in length.
2. There will be a three-minute warm-up and a one-minute break between periods.
3. Teams must be ready to go on the ice ten minutes before game time. Teams not iced within two minutes of the referee's whistle being blown to start the game will forfeit and be played as exhibition. **At the coaches meeting, the Officials Supervisor can decide games will start on time, not 10 minutes early.*
4. Alternate goalkeepers may be warmed up between periods in the end their team will defend for the second period. They may use one skater and two rings for the purposes of warm-up. There will be no time outs permitted to warm up an alternate goaltender except in the case of an injury to the starting goaltender in which case the Official Rules of Ringette will be followed.
5. If a misconduct or match penalty is assessed during a game, that person will be ejected from the game. Suspensions resulting from this ejection will be handled by the Protest and Grievance Committee
 - a. Players or Team Staff that are ejected may not participate in any other tournament games until their suspension has been fully served.
6. If any team accumulates **more than** 30 minutes in penalties in any one game during the Provincial Championship Tournament, the head coach or acting coach from that game shall be suspended for that team's next game.
7. Game Score
 - a. In all cases, the maximum difference (spread), between goals for and against in each game is seven. This is the 'Official Score' and is the most that will be displayed on the score board.
 - b. If a team defaults a game, the team is disqualified from competition with the right of appeal to the Protest and Grievance Committee. The 'Official Score', credited to the team which has been given the win, will be recorded as 7-0.
 - c. For any forfeited game, the 'Official Score' will be recorded as a 0-7 loss for the penalized team.

I. ON-ICE ROUND ROBIN OVERTIME PROCEDURE 'A', 'B', AND 'C' CHAMPIONSHIP TOURNAMENTS

1. In the event a Round Robin game is tied after regulation time:
 - a. A five-minute sudden victory overtime will be played.
 - i. The possession of the ring for the opening free pass for the first overtime period will be decided by the referee's toss of a coin. The home team will call the coin toss.
 - ii. The team winning the toss will get possession of the ring for the free pass and the other team will get choice of ends for the overtime period.

J. ON-ICE CONSOLATION, SEMIFINAL & MEDAL GAMES OVERTIME & SHOOTOUT PROCEDURE:

1. If a consolation, quarter final, semi-final or final game is tied at the end of regulation time,
 - a. A maximum of two, five-minute sudden victory overtime periods will be played.
 - b. There will be a one-minute break between overtime periods.
 - i. The possession of the ring for the opening free pass for the first overtime period will be decided by the referee's toss of a coin. The Home team will call the coin toss.
 - ii. The team winning the toss will get possession of the ring for the free pass and the other team will get choice of end for the first overtime period.
 - iii. If more than one overtime period is required, the opening free pass will alternate between the teams and the teams will alternate ends.
 - c. If still tied after two overtime periods, the game will be decided by a shoot-out. The procedure for the shootout is as follows:
 - i. The selection of shooters will occur at the start of the shoot-out within the two-minute time limit at the end of the overtime period.
 - ii. The coaches will be required to note these shooters on the forms provided (RAB rep will have them with the minor officials).
 - d. Coaches will select five shooters from all players for their team listed on the game sheet for that game. Two additional shooters will be designated, to be used only in the event of an injury to any of the first five shooters. Ejected or suspended players are not eligible to participate in the shoot-out. Players serving a penalty at the end of the second overtime period will be eligible for the shootout.
 - e. Home team will shoot first.
 - f. The five players from each team will alternate shots until each shooter has shot.
 - g. If the teams are still tied after this shootout, then a sudden victory shoot out will occur. The same five players will again alternate shots and when one team scores and the other does not, the game will be deemed over.
2. If a consolation game for 5th, 7th, 9th or 11th place is tied at the end of regulation time, steps J.1.c. to J.1.g. shall be followed when scheduled ice time allows. Should the game ice allocation not be sufficient to host two overtime periods the game shall go directly to a shootout at the conclusion of regulation time, at the discretion of the on-ice officials.

K. POINTS

1. Points for the games played in the round robin series will be awarded as follows:
 - a. 2 points for a win
 - b. Overtime
 - i. 2 points for winning team
 - ii. 1 point for losing team
 - iii. 1 point for each team if still tied after overtime
 - c. 0 points for a loss in regulation time
2. In semi-final or final games, home will be the team:
 - a. With the most points, or, if not decisive
 - b. The team that ranked the highest as per the tie breaking procedures in Section L, or, if not decisive,
 - c. From Pool A

L. TIEBREAKERS

1. When two or more teams have an equal number of points after the completion of the Round Robin games, the highest of the tied teams will be determined in the following order and considering the “Official Score” of the games.
 - a. In the twelve-team format, this will include Round Robin games and the crossover game.
 - b. If all tied teams have not played an equal number of games against each other, the tie breaking procedure will start at step 5d. This may apply for seven and twelve team Provincial formats.
2. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts to (5a).
3. This procedure, in more cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and the team shall be dropped from the tie breaking procedure. (e.g. the top two teams remain tied). In these cases, the procedure shall revert to (5a) in order to break the tie between those tied teams that remain tied.
4. In all games the maximum difference (spread) between goals for and against in each game is seven goals. This is the “Official Score”.
5. The following procedure will be followed:
 - a. The team with the most games won amongst the tied teams during the round robin will be ranked the highest.
 - b. If still tied, the team having the greatest positive difference between goals for and goals against in all games between the tied teams during the round robin will be ranked the highest.
 - c. If still tied, the team having the least total goals against in games between the tied teams during the round robin will be ranked highest.
 - d. If still tied, the team having the greatest positive difference between goals for and goals against in all games during the round robin, including cross-over games in the case of a 12-team provincials, will be ranked highest.
 - e. If still tied, the tied team with the least total goals against in all games during the round robin, including cross-over games in the case of a 12-team provincials, will be ranked the highest.
 - f. If still tied, the team having the fewest penalty minutes in games between the tied teams will be declared the highest position.
 - g. If still tied, the team having the fewest penalty minutes in all round robin games, including cross-over games in the case of a 12-team provincials, will be declared the highest position.
 - h. If still tied, a coin toss or random draw will be used to break the tie.

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6. In the event that after round robin play, two or more teams are tied for a position which would entitle fewer than the number of tied teams to participate in any of the championship games, (semi-final, bronze or gold medal games), a (or series of) shortened game(s) called mini-game(s), will be used to determine the team eligible to advance to the championship games.

The following rules will apply:

- a. Teams can only be eliminated from championship games through game play. Where two or more teams are tied for a position that would allow one of the teams to proceed to the championship round (semi-finals or medal finals), only those tied teams will proceed to mini game(s).
- b. The tied teams will be ranked highest to lowest using the tie breaking procedure SECTION I.5.
 - i. If two or more teams are tied for the last position of championship eligibility, ten-minute mini game(s), starting with the two lowest ranked teams, will be played. The loser of the mini game is eliminated from championship game eligibility, while the winner advances to;
 1. If three or more teams are involved, play the next highest ranked team among the tied teams in another mini game.
 2. Or, if all other tied teams have been eliminated in mini-game play (or only two teams were tied for the final position), to the semi-finals or medal games.
 - i. If three or more teams are tied for the final two positions of championship eligibility, then the team ranked first shall automatically advance and the mini-games procedure (6.b.i) would be applied to determine the second position.

M. ON-ICE MINI-GAME PROCEDURE 'A', 'B', AND 'C' CHAMPIONSHIP TOURNAMENTS

1. Procedures for mini games will be as follows:
 - a. Each mini game will be one ten-minute period, fully played stop time.
 - b. The higher ranked team as per tie breakers in section L5, will be designated as the home team and will be awarded the free pass and choice of ends to start the mini game.
 - c. There will be a three-minute warm-up.
 - d. Ice floods are at the discretion of the tournament committee.
 - e. Each team will be permitted one (30 second) time out per mini game.
 - f. If overtime is required, one ten-minute overtime period, stop time and sudden victory will be played. Free pass and choice of end for the overtime period will be awarded to the Home Team.
 - g. If still tied after the ten-minute mini-game and ten-minute overtime, there will be a shootout as outlined in section J.1.c.
 - h. There will be an interval of fifteen minutes between mini-games for teams playing multiple mini-games.

N. MINOR OFFICIALS

1. Minor officials must be provided by both teams for Round Robin and Consolation games as follows:
 - a. Two minor officials from the home team shall operate the shot clock and manage the game sheet
 - b. Two minor officials from the visiting team shall operate the time clock and penalty box gates
2. Minor officials must be provided for any Quarter Final, Semi Final, or Final games as follow:
 - a. Both home and visiting teams will operate a penalty box gate
 - b. The Host Association will provide a shot clock, game sheet, and time clock volunteer
 - At minimum, the host must provide two volunteers (shot clock & game clock), if a host volunteers need assistance, either the home or visiting teams' volunteers may manage the game sheet only.
3. Minor officials must be in their respective positions when the teams step on the ice. It is up to the on-ice officials to determine if the minor officials are in position.
4. Teams that do not provide minor officials for the game will forfeit that game and the score will be recorded as a 0-7 loss.
5. If both teams fail to provide minor officials for the game, the score will be recorded as a 0-0 tie and both teams would be awarded 0 points in the playdown standings.

O. TEAM PROTOCOL

1. Shaking Hands
 - a. At the end of each game, players and coaches should line up on their respective blue lines and then proceed to shake hands at center ice.
2. Receiving Trophies and Medallions
 - a. Only players and Team Staff members listed on the game sheet will receive medallions, to a maximum of 18. If extra medals are needed, they may be purchased from the Ringette Alberta office.

P. PROTEST AND GRIEVANCE

1. Ringette Alberta will appoint a Protest and Grievance Committee for each of the Provincial Championship Tournaments. This committee will consist of the Ringette Alberta tournament Representative (or designate) and the Officials Supervisor for the Tournament (or designate).
2. At least one member of the committee shall always be present at the arena. All members should be readily available to meet and decide upon any protest or grievance within thirty minutes of submission.
3. The Committee will handle any suspensions resulting from misconduct or match penalties assessed during Provincial Championships.
4. The Committee will consider all appeals, protests, and grievances related to the Provincial Championship. They will not consider an appeal based upon a referee's judgment call.
5. Protests will only be entertained from a registered team staff member.
6. All protests must be submitted in writing to any member of the Protest and Grievance Committee within thirty-minutes of completion of round robin and semi-final games or forty-five minutes of completion of medal round game leading to the protest.
7. All protests must be accompanied by a deposit in the amount as specified in Appendix A - Rates and Fees of the Ringette Alberta Policy Manual. The deposit will be refunded only if the protest is upheld.
8. The Protest and Grievance Committee's decision is final, and no further appeals will be entertained.

APPENDIX A: EIGHT & TWELVE TEAM PROVINCIAL FORMATS AND PLAYDOWN RANKINGS

For eight and twelve team formats, teams will be ranked per the following;

1. Teams ranked first in their respective playdown pools will be ranked the highest. All teams that are first in their Playdown Pool, will be ranked against each other according to League Standings.
2. Round 2 teams will be ranked by their placing in the Round 2 Pool. All Round 2 teams will be ranked below the Round 1 qualifying teams.
3. Host teams will be ranked as follows:
 - a. A host team that finishes first in their pool will be ranked by League standing amongst the first-place finishers in each Playdown Pool.
 - b. A host team that finishes second in their pool, the team will not proceed to Round 2, as they are removed from the Playdown process at this stage. Therefore, they will be ranked by league standings amongst the Round 2 Playdown teams.
 - c. A host team that finishes 3rd or 4th in their pool will be ranked in the final place for the region (North or South).

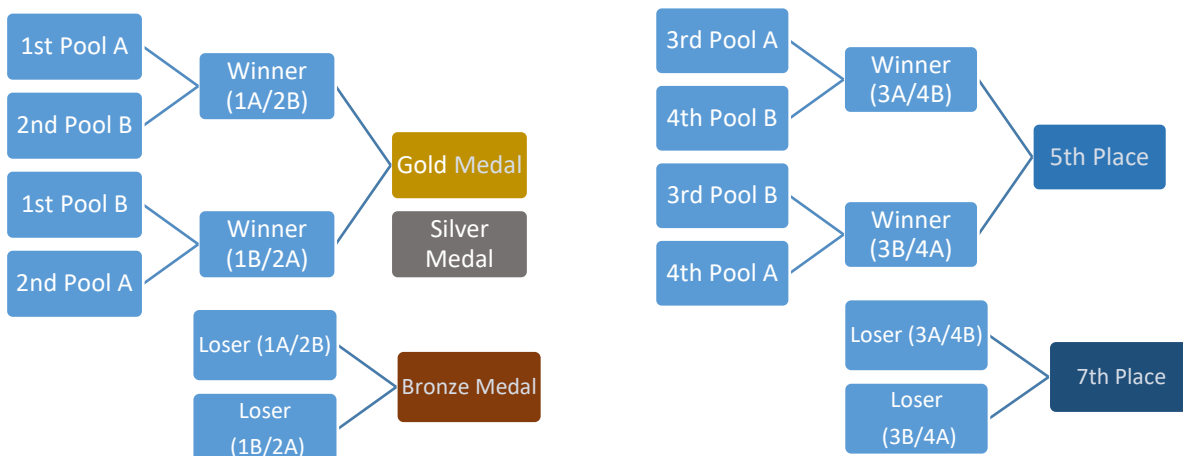
Eight Teams:

Once ranked, teams will be placed into two Pools in a serpentine pattern. When there are equal number of spots awarded to both regions, pools will look like the following:

Pool A	Pool B
North #1	South #1
South #2	North #2
South #3	North #3
North #4	South #4

*If the number allocated to each region are not equivalent, the fifth ranked teams will replace the fourth ranked teams of the opposite region. (e.g. North #4 replaced by South #5).

Pools will play a three game Round Robin within their respective pools. Following the Round Robin, teams will be ranked within their respective pools first to fourth. The top two teams will advance to the championship bracket and the bottom two teams will advance to the consolation bracket. Therefore, if teams are tied in points for the 2nd place in the pool, the mini-game format will be used. Once teams are ranked the games will proceed, in the Championship Semi-Finals; 1st Pool A vs 2nd Pool B and 1st Pool B vs 2nd Pool A. The winner of these games will advance to the Gold Medal Final and the losers to the Bronze Medal Game. If ice allocation allows, for the Consolation Semi-Finals; 3rd Pool A vs 4th Pool B and 3rd Pool B vs 4th Pool A, the winner of these games play in the 5th place game, and the losers in the 7th place game.



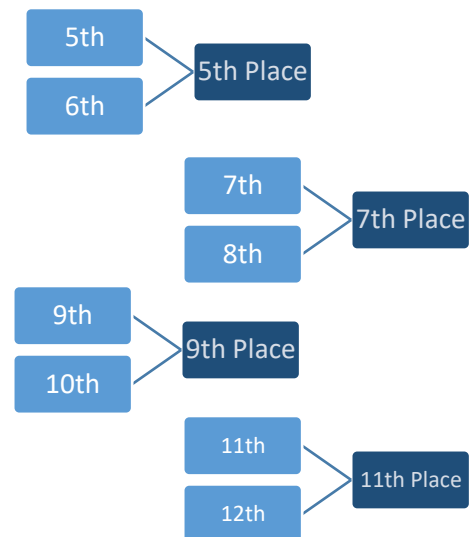
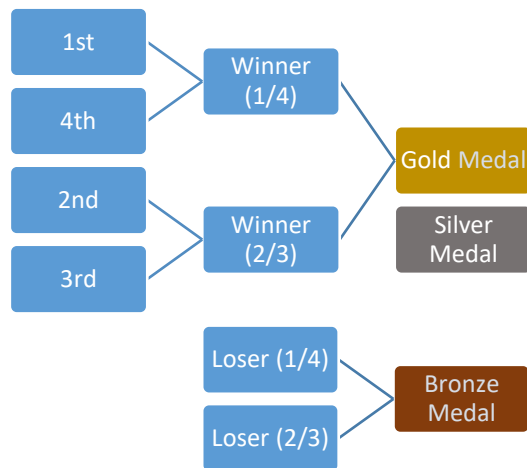
Twelve Teams:

Once the Rankings have been completed for the regions, teams will be placed in serpentine order into the three pools. The First-place South team will start in Pool A and serpentine through B, C, C, B, A. The first-place North team will start in Pool C and serpentine through Pool B, A, A, B, C. Pools will look like the following:

Pool A	Pool B	Pool C
South #1	North #2	North #1
North #3	South #2	South #3
North #4	North #5	South #4
South #6	South #5	North #6

*In cases where there are an uneven number of teams from each region, the 7th place team will fill in the position of the 6th place team from the opposite region.

1. Teams will be divided into two pools of four teams. Each pool will play in a three game, round robin format. At the conclusion of the Round Robin teams will be ranked 1st to 4th in their respective pools based on the number of points, and if necessary, the tie breaking procedure.
2. Each team will have one cross over game against a team from another pool as follows:
 - a. 1st vs 4th & 2nd vs 3rd
 - b. Higher ranked in Pool A vs Pool B, B vs C and C vs A.
i.e. 1st Pool A vs 4th Pool B, 2nd Pool B vs 3rd Pool C, etc.
3. Following the crossover games, teams will be ranked from 1 to 12 based on points in ALL games played.
 - a. Top 4 teams will advance to the semi-finals. If two or more teams are tied for the fourth position based on points, the mini-game procedure will be used.
 - b. Semi-finals will be 1st vs 4th and 2nd vs 3rd, with the winners advancing to the Championship (Gold medal) Game, and the losers to the Bronze.
 - c. Remaining teams may play consolation ranking games;
 - i. 5th vs 6th, 7th vs 8th, 9th vs 10th and 11th vs 12th
 - ii. If ice does not allow, consolation games will not be played.



APPENDIX B: ALTERNATE PROVINCIAL FORMATS

Two Teams:

A best of three playoff series, two games on Saturday and third game (if needed) Sunday. Winner of two games is declared the Provincial Champion.

Day	Game #	Home	Visitor
Saturday	1	TEAM A	TEAM B
Saturday	2	TEAM B	TEAM A
Sunday	3 (if necessary)	TEAM A	TEAM B

Three teams:

A double round robin series. Each team will play the other two opponents twice. Top two teams with the most points will play in the Gold Medal Final, the winner is declared the Provincial Champion.

Day	Game #	Home	Visitor
Friday	1	TEAM B	TEAM C
Friday	2	TEAM C	TEAM A
Friday	3	TEAM A	TEAM B
Saturday	4	TEAM B	TEAM C
Saturday	5	TEAM C	TEAM A
Saturday	6	TEAM A	TEAM B
Sunday	7 – GOLD MEDAL	1 st Place	2 nd Place

Four teams:

A single round robin series will be played. Each team will play the other three opponents. The top two teams with the most points following the Round Robin will play in the Gold Medal Final, the winner will be declared the Provincial Champion. The remaining two teams will play in the Bronze Medal Final.

Day	Game #	Home	Visitor
Friday	1	TEAM D	TEAM A
Friday	2	TEAM B	TEAM C
Saturday	3	TEAM A	TEAM C
Saturday	4	TEAM B	TEAM D
Saturday	5	TEAM A	TEAM B
Saturday	6	TEAM C	TEAM D
Sunday	7 – BRONZE	3 rd	4 th
Sunday	8 – GOLD	1 st	2 nd

Five teams:

A single round robin series will be played. Each team will play the other four opponents. The top two teams with the most points following the Round Robin will play in the Gold Medal Final, the winner will be declared the Provincial Champion. The next two teams with the most points will play in the Bronze Medal Final.

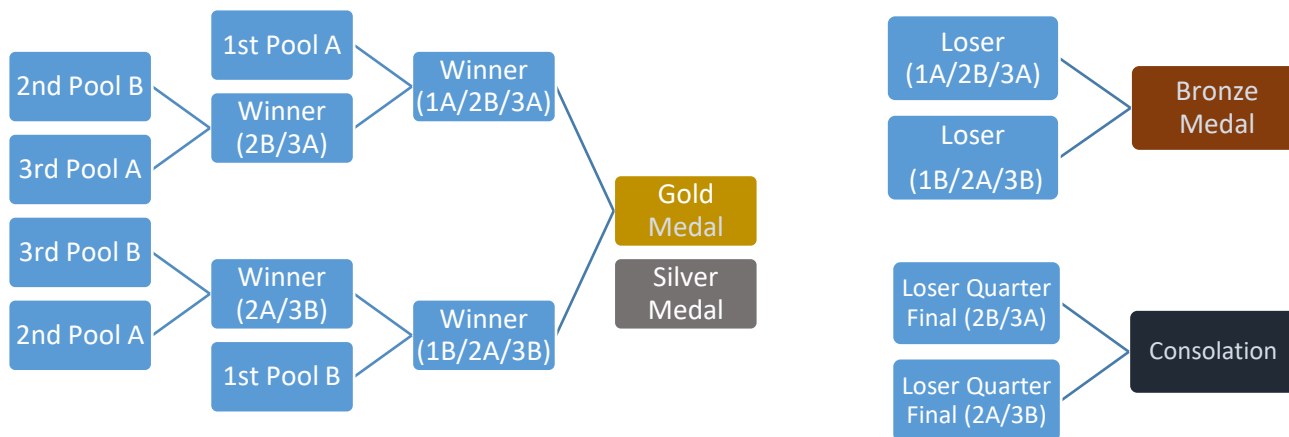
Day	Game #	Home	Visitor
Friday	1	TEAM E	TEAM A
Friday	2	TEAM B	TEAM D
Friday	3	TEAM C	TEAM E
Friday	4	TEAM D	TEAM A
Friday	5	TEAM B	TEAM C
Saturday	6	TEAM E	TEAM B
Saturday	7	TEAM A	TEAM C
Saturday	8	TEAM D	TEAM E
Saturday	9	TEAM A	TEAM B
Saturday	10	TEAM C	TEAM D
Sunday	11 – BRONZE	3 rd	4 th
Sunday	12 – GOLD	1 st	2 nd

Six teams:

There will be two pools of three teams each. Teams will be ranked based on respective league standings.

Pool A	Pool B
North #1	South #1
South #2	North #2
South #3	North #3

1. Each pool will play a two game Round Robin. Following the games, teams are ranked first to third based on points, and then, if necessary, the tie breaking procedure.
 - a. The winner of each pool will receive a bye to the Semi Final games.
 - b. Second place will play third place in the opposite pools in the Quarter Final Games.
 - c. The winner of each Quarter Finals will play the first-place teams in the Semi-Final Games.
 - d. The winners of the Semi-Final Games will advance to the Championship (Gold Medal) Game, and the losers of the Semi-Final Games will play for the Bronze. Where ice is available the losers of the Quarter Final games will play in the consolation Final.



Seven teams:

An uneven, ranked, four game Round Robin is played. Each team will play four out of six opponents, ranked based on the respective league standings and using information from tournaments where applicable to compare the two regions.

TEAM	OPPONENTS	
1	3, 4, 6, 7	20
2	3, 4, 5, 6	18
3	1, 2, 5, 7	15
4	1, 2, 5, 7	15
5	2, 3, 4, 6	15
6	1, 2, 5, 7	15
7	1, 3, 4, 6	14

Following four games, teams will be ranked 1st to 7th based on points accumulated. If necessary, tie breakers & minigames will be used. On Sunday, semi-final crossovers and medal finals will be played, if ice allows, a 5 vs 6 consolation final will also be played.

Sunday	15	1 st Place (Most Points)	4 th Place
Sunday	16	2 nd Place	3 rd Place
Sunday	17	5 th	6 th
Sunday	18	Loser Game #15	Loser Game #16
Sunday	19	Winner Game #15	Winner Game #16

Nine teams:

Round Robin 1 - Teams are ranked #1-9, based on respective league standings and using information from tournaments where applicable to compare the two regions. Teams are placed into three pools of three, each pool with have an equal weighting in strength of schedule (sum 15).

Pool A	Pool B	Pool C
Team 1	Team 2	Team 3
Team 5	Team 6	Team 4
Team 9	Team 7	Team 8

Round Robin 2 – Following RR1, teams are re-pooled based on points (and tie breakers, if necessary). Three new pools of 3 are formed. A1 = #1 team from Pool A, B2 = #2 team from Pool B, etc.

Pool D	Pool E	Pool F
A1	B1	C1
B2	C2	A2
C3	A3	B3

Following the four Round Robin games, teams will be ranked 1st to 9th based on all points accumulated. If necessary, tie breakers and minigames will be used. On Sunday, semi-final crossovers and medal finals will be played, if ice allows, a 5 vs 6 and 7 vs 8 consolation final will also be played.

Sunday	19	1 st Place (Most Points)	4 th Place
Sunday	20	2 nd Place	3 rd Place
Sunday	21	7 th	8 th
Sunday	22	5 th	6 th
Sunday	23	Loser Game #19	Loser Game #20
Sunday	24	Winner Game #19	Winner Game #20