

**U13 MALE PROSPECTS TOURNAMENT**  
**APRIL 10<sup>th</sup>-12<sup>th</sup>, 2026**  
**CO-OPERATORS CENTRE**  
**REGINA, SASK.**



<u>Pool A</u>
TEAM 1- BLACK
TEAM 2- WHITE
TEAM 3 – GREEN
TEAM 4- GREY



**PRACTICE SCHEDULE**

**FRIDAY, APRIL 10<sup>th</sup>**

ACTIVITY	TIME	TEAM	ARENA
REGISTRATION	1:00pm	<b>REGISTRATION- TEAM 1</b>	C2 (Bunge Arena)
TEAM PRACTICE	2:00-2:45pm	TEAM 1- BLACK	C2 (Bunge Arena)
REGISTRATION	2:00pm	<b>REGISTRATION- TEAM 2</b>	C2 (Bunge Arena)
TEAM PRACTICE	3:00-3:45pm	TEAM 2- WHITE	C2 (Bunge Arena)
REGISTRATION	3:00pm	<b>REGISTRATION- TEAM 3</b>	C2 Bunge Arena)
TEAM PRACTICE	4:00-4:45pm	TEAM 3- GREEN	C2 (Bunge Arena)
REGISTRATION	4:00pm	<b>REGISTRATION- TEAM 4</b>	C2 (Bunge Arena)
TEAM PRACTICE	5:00-5:45pm	TEAM 4- GREY	C2 (Bunge Arena)

**GAME SCHEDULE**

GAME	TIME	VISITOR	HOME	RINK
1	6:00pm	TEAM 1	TEAM 2	C2 (Bunge Arena)
2	8:00pm	TEAM 3	TEAM 4	C2 (Bunge Arena)

**SATURDAY, APRIL 11<sup>th</sup>**

GAME	TIME	VISITOR	HOME	RINK
3	10:00am	TEAM 1	TEAM 3	C2 (Bunge Arena)
4	12:00pm	TEAM 2	TEAM 4	C2 (Bunge Arena)
5	5:00pm	TEAM 1	TEAM 4	C2 (Bunge Arena)
6	7:00pm	TEAM 2	TEAM 3	C2 (Bunge Arena)

**SUNDAY, APRIL 12<sup>th</sup>**

GAME	TIME	HOME	VISITOR	RINK
7	9:00am	3rd PLACE	4 <sup>th</sup> PLACE	C2 (Bunge Arena)
8	11:30am	1st PLACE	2 <sup>nd</sup> PLACE	C2 (Bunge Arena)

## TOURNAMENT RULES:

### ROUND ROBIN (Friday/Saturday)

- ALL GAMES WILL BE 3-20 MINUTE STOP TIME PERIODS
- 5-MINUTE WARMUPS
- FLOOD EVERY SECOND PERIOD
- NO OVERTIME
- TEAMS WINNING IN REGULATION WILL BE AWARDED 2 POINTS
- TEAMS THAT TIE WILL EACH BE AWARDED 1 POINT
- **HAVE FUN!!**

### A, B FINALS (Sunday)

- ALL GAMES WILL BE 3-20 MINUTE STOP TIME PERIODS
- 5-MINUTE WARMUPS
- FLOOD EVERY SECOND PERIOD
- IF TIED AFTER REGULATION PLAY, TEAMS WILL PLAY 5-MINUTE OVERTIME 3 ON 3, IF STILL TIED 3 PLAYER SHOOTOUT. IF STILL TIED AFTER THE 3-PLAYER SHOOTOUT, IT WILL BE SUDDEN DEATH SHOOTOUT. HOME TEAM DECIDES IF THEY WANT TO SHOOT FIRST OR SECOND.
- **HAVE FUN!!**

### TIE BREAKING PROCEDURE

Procedure as per the Hockey Saskatchewan's Handbook Page 71 Section **3.09.01**

To determine team's standings in the event of a tie, the following criteria shall be used by all leagues or Associations playing under the jurisdiction of Hockey Saskatchewan.

- A) Two Teams Tied- if two teams are tied
- i) Best win record in games played between tied teams
  - ii) If still tied, the team with the best win record
  - iii) If the two teams are still tied after i) and ii) have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

**NOTE:** All games are included

**NOTE:** a maximum of seven (7) goal difference per game will be used in the calculation of the game ration. This will be calculated from the actual "goals for" of the losing team in the particular game.

#### EXAMPLE:

Total Goals For 10

Total Goals Against 4

$$\text{Percentage } 10 \frac{\quad}{10 + 4} = \frac{10}{14} = .714$$

- B) Three or more Teams Tied

**NOTE:** The three-team tie-breaker is used to determine the seeding of the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> seed. If any step in the tie-breaker only seeds one team, that team assumes the position. The three-team tie-breaker will continue to determine the seeding of the remaining two teams. At no time will teams using this formula go back to the two-team tie-breaker. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie-breaking formula in deciding which team(s) shall advance.

- i) The team with the most wins (among tied teams) would gain the highest position.
- ii) If teams are still tied after i) has been applied, then the team with the best goal average gains the highest position.

**NOTE:** All games are included

**NOTE:** A Maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual “goals for” of the losing team in the game.

**EXAMPLE:**

Total Goals For 10

Total Goals 4

$$\text{Percentage } \frac{10}{10 + 4} = \frac{10}{14} = .714$$

**NOTE:** The highest percentage gains the highest position(s)

The exercise of ii) establishes the team or team’s with the highest position(s) by percentage. These team(s) will advance. If there are still teams tied, they go to the next step. They do not go back to the “Two Team Tie-breaker”

**Example**

(a) Team A- .714= 1 seed- Advances

Team B-.500= 3 seed- Does Not Advance

Team C- .650= Advances

(b) Team A- .714= 1 seed

Team B- .500=Still tied with Team C- go to next step iii)

Team C- .500= Still tied with Team B- go to next step iii)

(c) Team A- .650= Still tied with Team B- go to next step iii)

Team B- .650= Still tied with Team A- go to next step iii)

Team C-.500= Does not advance.

- iii) If teams are still tied after i) and ii), the team with the fewest goals against (all games played) will gain the highest position. iv) if teams are still tied after i), ii), iii), the team with the most goals for (all games played) will gain the highest position. v) if teams are still tied after i), ii), iii) and iv) have been applied, the team with the least number of minutes in penalties throughout all games played. vi) if teams are still tied after i), ii), iii), iv) and v) have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.