

U13 Tournament Info/Format

2024

The Pirates Cup Tournament and PCMHA will not condone any unsportsmanlike/abusive behaviour from coaches, teams, players, or spectators. Any unsportsmanlike conduct could result in immediate removal from the tournament.

U13 Skills Contest:

We are excited to host our U13 Skills night on December 29th from 6:00pm-8:00pm. This fun night will take place after all U13 games are played that day. Teams can expect to dress 3 players and 1 goalie. The emphasis is sportsmanship and fun. Team Coaches are encouraged to help on the ice or bench. If coaches are on the ice, they must have a helmet with chin strap and gloves.

Games:

- Teams can expect to play at lest once every day of the tournament from December 27th-December 30th.
- Games will be 1 hour long in length.
- Teams will play 4 games minimum during the tournament.

Format:

December 27th-29th

- The 8 U13 teams will be placed in two pools
- Each team will play 3 preliminary games within their pools.

December 30th

- 3rd place in POOL A will play 4th place in POOL B in a consolation game.
- 4th place in POOL A will play 4th place in POOL B in a consolation game.
- The 2nd place team from POOL A will play the 1st place team in POOL B in a semi final game
- The 1st place team from POOL A will play the 2nd place team in POOL B In a semi final game
- The two teams that don't advance after the semi finals will play for BRONZE
- The two teams that advance/win after their semi finals will play for GOLD



U13 C TOURNAMENT RULES

Teams

- 1. This is strictly a "C" tournament. No "All-Star" or "Rep" teams are permitted.
- 2. A maximum of 3 affiliate players may be used.
- 3. Any team using ineligible players shall be liable to disciplinary action by PCAHA.
- 4. There will be no warm-up permitted when a substitute goaltender enters the game.

Points:

- 1. Each team will be awarded 2-points for a win, 1-point for a tie and 0-points for a loss.
- 2. Each game, an additional Sportsmanship Point will be awarded to each team that qualifies with 6 minutes or less of penalties AND providing the team incurs no Major, Misconduct, Game Misconduct, Gross Misconduct or Match penalties in the game.

Tie Breaking System Preliminary Round:

In the event of any ties in the standings after the preliminary round, the following system will be used to determine the final standings:

- 1. Most Wins.
- 2. The head-to-head winner between the 2 teams will place ahead.
- 3. Best goal average. The goal average will be determined by dividing the total number of goals for and against into total goals for, with the team having the highest percentage advancing. (GF/GF+GA). Maximum 7 goal differential for each game will be observed.
- 4. Fewest penalty minutes.
- 5. Coin toss.

Consolation Games:

- 1. **3rd place** team in POOL A will play **4th place** team in POOL B
- 2. 4th place team in POOL A will pay the 3rd place team in POOL B

Tie-breaking System Consolation Games:

1. In the event of a tie, teams will refer to the Tie-Breaking System listed in the Preliminary Rounds

Semi-finals and finals:

- 1. The **second-place team** in POOL A will play the **first-place team** in POOL B in a semi-final game
- 2. The **first-place team** in POOL A will play the **second-place team** in POOL B in a semi-final game.
- 3. The two losing teams from the semi-finals will play for third place in the Bronze Medal final game.
- 4. The two winning teams from the semi-finals will play for first place in our Gold Medal final game.
- 5. Third place bronze medals will be awarded to the 3rd place team.
- 6. The runner up (Silver) Silver Medals will be awarded to the 2nd place team.
- 7. The winner (Gold) Cup/Gold Medals will be awarded to the **1**st **place** team. Cup will be for photographic purposes only.

Tie Breaking System—Semi Finals and Final

- 1. If the score remains tied after three periods of play, the teams **WILL NOT** change ends and immediately commence play of a **10** (ten) minute overtime period, **4 on 4**.
- 2. Overtime is **SUDDEN DEATH** (first goal wins). If the game remains tied after one period of overtime, the teams **WILL NOT** change ends and immediately commence a **3-round** shootout, followed by **SUDDEN DEATH** shootout.
- 3. No shooter shall shoot again until **ALL** skaters have had an attempt. Once **ALL** skaters have had an attempt, any skater is eligible for any attempt.

Disputes:

- 1. Any protest, other than the referee's decisions, must be filed with the Tournament office within 1-hour of the completion of the disputed game. Protests must contain all facts in writing and must be accompanied by a protest fee of \$150.00 The protest fee will be refunded if the protest in upheld.
- 2. All disputes and interpretations of the Tournament Rules will be conducted by the Tournament Committee.

Any questions please contact

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Tournament format subject to change