

2024 U13 EAGLE WINTER CLASSIC PROGRAM

JANUARY - 04 - 2024

TOURNEY SPONSORS

With immense gratitude in our hearts for the sponsors whose unwavering support has made this event possible.

Their dedication to our community goes beyond financial contributions; it is a commitment to fostering unity, passion, and the spirit of sportsmanship. Without their generous backing the rinks would be silent, the cheers muted, and the joy of competition absent.

To each sponsor, we extend our heartfelt thanks, recognizing that your belief in our endeavors makes a significant impact on the lives of everyone gathered here.







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S SOURCE FOR SPORTS

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TO ALLTOURNAMENT PARTICIPANTS:

On behalf of the Peninsula Minor Hockey Association, it is with great excitement and enthusiasm that we extend a warm welcome to all participants of this year's U13 Winter Classic!

As the puck drops and the ice echoes with the sounds of skates and sticks, we are thrilled to have you join us for a weekend of spirited competition, camaraderie, and unforgettable moments.

This tournament is not just about goals and saves; it's about fostering a love for the game, building relationships, and creating memories that will be cherished for years to come.

Our commitment to promoting sportsmanship, teamwork, and fair play is at the heart of this event, and we encourage all teams to embody these values both on and off the ice.

To the young athletes: lace up your skates, play your hearts out, and savour every moment on the ice. To the coaches and managers: thank you for your dedication in shaping the next generation of hockey in British Columbia.

To the parents and supporters: your cheers and encouragement are the driving force behind these young athletes' success.

As the tournament unfolds, let's come together to celebrate the passion for the game and the joy it brings to us all.

May this weekend be filled with thrilling moments, friendly competition, and a sense of community that extends beyond the rink. Best of luck to all the teams.

PMHA U13 Winter
 Classic Organizing
 Committee



TOURNAMENT RULES

1. GOVERNING RULES

The tournament shall be governed in accordance with the rules of Hockey Canada, BC Hockey, Vancouver Island Amateur Hockey Association ("VIAHA") and the Peninsula Minor Hockey Association as herein established for this tournament.

2. ADMINISTRATION

- a. All teams must be in good standing with their respective Associations and governing bodies.
- b. It is the responsibility of each team to apply for and receive a tournament permission number and/or letter of permission to enter the tournament from their Association and/or governing body.
- c. No additional players, coaches or team official can be added to the roster once the team list has been submitted prior to the first game. All team officials must also be listed on the official roster that is submitted.
- d. Home teams will wear their light colored jerseys with the Away teams wearing their dark coloured jerseys. In the case of colours being close in colour, it will be the responsibility of the home team to change colours prior to the game starting.
- e. Team officials are responsible for verifying the game sheet at least 30 minutes prior to game time. Game sheets will be prepared in advance and will be available at the volunteer table.
- f. Keys for the dressing rooms can be obtained from the volunteer table. You will need to leave your car keys or ID to obtain your dressing room key. Your keys or ID will be returned after the game and it is verified that your dressing room is clean.
- g. There will be a minimum \$200.00 fine for any damage done to the dressing rooms or arena facilities. The team's home association will be responsible for any cost of remediation over and above the \$200 fine. Please lock your room when not in use.

3. GAME TIMES

Day 1 (Group Round Robin): Jan 4, 2024 - All games slots will be 90 minutes in length (not including the ice clean) and will consist of a 3 min warm-up, 1st period 15 min, 2nd period 20 min and 3rd period 20 min. All games on day 1 will stop exactly 4 minutes before the end of the scheduled time as per the arena wall clock regardless of how much time is on the game clock. All periods are stop time, there is no mid game ice clean. If teams are tied at the conclusion of the game, they remain a tie. There is no overtime during round robin play.

Day 2 (Golden Ticket Games and Quarter Finals): Jan 5, 2024 - All games slots will be 110 minutes in length (not including the ice clean) and will consist of a 3 min warm-up, 1st period 15 min, 2nd period 20 min and 3rd period 20 min. All games on Jan 5th will stop exactly 15 minutes prior to the end of the scheduled time as per the arena wall clock regardless of any time left on the game clock. If teams are tied at end of play refer to the overtime rules. All periods are stop time. There is no ice clean mid game.

Day 3 (Consolation games, Semi-Finals and Finals): Jan 6, 2024 - Semi Finals and Finals game slots will be 120 minutes in length (not including the ice clean) and will consist of a 5 min warm-up, 1st period 15min, 2nd period 20 min, 3rd period 20 min. Semifinal and Final games will end exactly 15 min before the end of the ice slot. If teams are tied at the end of play refer to overtime rules. Consolation game slot will be 110 minutes in length, and will consist of a 5-minute warm-up, 1st period 15min, 2nd period 20 min, 3rd period 20 min. Consolation games will stop exactly 4 minutes before the end of the scheduled time as per the arena wall clock regardless of how much time is on the game clock. All games on Day 3 will have a mid-game ice clean, first whistle after the 10-minute mark in the second period.



TOURNAMENT RULES

CONTINUED

4. TOURNAMENT FORMAT

- a. The tournament consists of 2 divisions: The BENN division and the IRWIN division. The 2 divisions are separate brackets and are independent of each other. In each division there is 2 groups of 3 teams (Group A and Group B). There will be round robin play with in each group. All round robin games will be held on Day 1 January 4th, 2024.
- b. Round robin play Day 1, teams will be awarded 2 pts for a win, 1 pt for a tie and 0 pts for a loss. Goal differential will also be recorded with no team able to record a +/- rating of greater than 6 goals per game. Team standings after round robin play will be based on total points earned. If two or more teams have equal number of points, the position in the standings will be determined as follows:
 - Team with the most wins
 - Head-to-head results
 - Best overall goal differential rating (cumulative +/- rating after the 2 round robin games)
 - Team with lowest goals against
 - Team with the least penalty minutes
 - Flip of the coin
- c. No time outs in any games
- Following round robin play, the top teams in group A and B will advance to the Golden Ticket game and a bye to the semifinals.
- e. Golden Ticket Game: The winners of the Golden ticket game earn the choice of which semi-final game to play in. The Golden ticket holder must inform the tournament organizer which semi-final spot they want by 8:45pm on Jan 5th. The losing teams of the Golden ticket game will play the semi-final slot that was not selected.
- f. The 2nd and 3rd place teams in each group will cross over and play in the quarter finals. 2nd in Group A will play 3rd in Group B. 2nd in Group B will play 3rd in Group A. The winners of the quarter final games will advance to the semifinal games. The losing teams will play in the consolation games.
- g. MVP There will be a game MVP selected from each team. The coaches will select their own MVP.

- h. Silver and Gold Medals will be presented on ice immediately following the Finals.
- i. Overtime and Shootout Format (All games on Day 2 and 3 with the exception of the Consolation games)

Overtime

In the event of a tie at the end of regular time, there will be a 7 minute (run time) sudden victory overtime period. Each team will play 3 skaters and a goaltender. Penalties called during overtime will result 2:00 min and 4 on 3 play or 5 on 3 play. On ice officials will be encouraged to rush face offs, once a team lines up, there will be a standing 5 count and if the other team has not lined up the puck will be dropped. Penalties from regulation will carry over to overtime. If there is no score during the overtime period the game will go to a shootout.

Shootout

First Round – 3 Shooters

Coaches will designate 3 shooters from each team. Home team will have the choice to shoot first or second. Teams will alternate shooters until all 3 of their players have shot. The winner will be determined by which team scores the most goals. Please note – when it becomes impossible for a team to win (i.e. one team scores on their first two attempts, and the other team scores no goals on their first two attempts) then the remaining "shooters" will not be required to shoot. If after all 6 shooters have shot, and the score is still tied – we then move onto the "Second Round – Sudden Death".

Second Round - Sudden Death

Coaches will choose one shooter at a time (must not have shot before). Shootout will be Sudden Death. If Team A's shooter scores and Team B's shooter does not, then Team A wins (and vice versa). If both Team's shooters both miss or both score, both teams will select another new shooter and repeat the process until a winner is determined. Once all players on a team have been selected as shooters, the coach may then choose any player from his roster to shoot again.

TOURNAMENT RULES

CONTINUED

5. GENERAL INFORMATION

 a. The referee may, at their discretion, stop play in case of an injury, regardless of which team have possession of the puck.

b. Penalties

- If a team official receives a game misconduct, the tournament committee will review the incident and has the discretion to suspend that team official for the remainder of the tournament
- Any player or team official who is assessed a Match Penalty or Gross Misconduct penalties will be suspended for the rest of the tournament and is subject to local, district or branch suspension as applied by the appropriate board
- iii. All major penalties will be reported to the Tournament Director following the game and subject to all suspensions outlined by Hockey Canada, BC Hockey and the VIAHA
- c. Commencing Play Each team will be ready to commence play at the beginning of the allotted ice time.
 - i. Failure to field the minimum number of players or refusal to play will result in a loss being posted against the offending team. The on ice officials will give the offending team a 2 minute warning during the 5 minute warm up. If the team fails to start play they will be automatically assessed a 6-0 loss.
 - ii. Players and team officials will remain on the players' bench until the on-ice officials are present and allow the teams on the ice. 2 minute minor penalties will be assessed to all players who take to the ice surface prior to the officials.

d. Protests and Appeals

- The decisions of the on ice officials is final, there are no appeals of on ice decisions regarding playing rules.
- ii. The tournament chair or their appointee will hear all other protests and appeals. All protests/appeals will be accompanied by a \$100.00 appeal fee. In the event of the protest/appeal being upheld the fee will be refund-

ed. If the protest/appeal is declined the fee is forfeited. All protests/appeals will be ruled on prior to play of the next game for either of the teams playing in the game under protest/appeal.

e. Fair Play

- Team officials are responsible for insuring that their players conduct themselves in a sportsmanlike manner at all times during the tournament. Excessive misbehaviour by players may result in suspension from the tournament.
- ii. At the sole discretion of the tournament director, any action by a player, team official or spectator which is dangerous, disruptive, or contrary to fair play may be dealt with by expulsion from further play or banned from the arena facilities.
- iii. Abuse of game officials on or off the ice will not be tolerated. Any cases of harassment or abuse directed at an official will result in a review and may result in suspension at the tournament director's discretion.





Fishing Equipment Basket

Trophy Ty's Blue Mooch Reel, oval diamond sharpening rod, needle nose pliers, 50 LB digital scale & much more!

Thank You: KP - Kaercher Projects & Constructions

02 Hockey Smile Basket \$ 350 value

Oral-B genius electric tooth brush, Philips sonicare, 2x Oral-B Pro 100 mini electric tooth brushes, tooth paste

O3 Cozy Winter Basket \$150 value

Women's toque, Air Jordon toque, ladies slippers, sleep lounger, two hockey mom travel mugs

O4 Ultimate Hockey Basket - Lefty \$350 value

T4 Bauer mini sticks - Left, Howie scissors, hockey socks, 2x grip tape, 6 rolls black and white hockey tape, Upper Deck hockey card packs, mini stick hockey balls, Biosteel, hockey wax, hockey laces 84 inch wax & unwaxed

O5 Ultimate Hockey Basket - Righty \$350 value

T4 Bauer mini sticks - Right, Howie scissors, hockey socks, 2x grip tape, 6 rolls black and white hockey tape, upper deck hockey card packs, min stick hockey balls, Biosteel, hockey wax, hockey laces 84 inch wax & unwaxed

RAFFLE & 50/50

Support our teams with a chance to start the New Year with a band!

Proceeds to support on and off ice programming of host teams through the 2023/24 season.

FAQS

How much do tickets cost? Single Ticket for \$2, 3-Ticket Pack for \$5, 7-Ticket Pack for \$10

When are the deadlines for ticket sales? Final Sales Deadline: Saturday, January 6, 2024 at 11:35 a.m.

GAMING RULES

For gaming rules and tickets scan the QR code below:



BC Gaming Event



CONTINUED

O6 Coffee Basket

Salted caramel pretzels, Drum Roaster coffee, winter roast coffee, chocolates/ toffee bark, hot chocolate

O7 Hair Basket \$320 value

Kevin Murphy shampoo & conditioner, Design Me hair kit, Earrings, gift card - Haircut @ Will & Wheel in Sidney

Thank You: Will & Wheel

08 Activity Basket \$240 value

Iron and Wood gift card (virtual sport), blue tooth speaker, Upper Deck hockey card box, rechargeable hand warmer, puzzle

Thank You: Iron & Wood

O9 Epicure Basket \$300 value

French press (\$70), perfect pan (\$100), red peeper jelly, ginger bread and cinnamon spice, birthday cake mix/lemon loaf, burger seasoning/cajun stew, taco seasoning/mole in minutes sauce/general taco seasoning & many more, 28 epicure packets total!

Thank You: Epicure

To Farmers Basket \$150 value

Variety of teas, honey, jam preserves & gourmet local snacks







CONTINUED

Murchies Tea Gift Basket \$80 value

Variety of teas

Yeti Basket \$250 value

2 Yeti mugs, 2 Yeti cozies, M&M \$50 gift card

Thank You: Titan Electric

Tool Basket \$300 value

Tools from Rack-a-Tiers, Pipe Pal, Ladder Mate, truck tie, fish tape, blue plastic screw anchors & bin of 8x1 metal screws, van magnet, work pants and more!

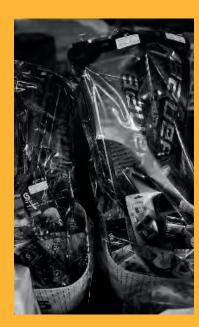
(All from peninsula companies) \$100 gift card Sidney Pier Hotel & Spa \$100 gift card Michells Farm, \$50 gift card Penna Kitchen & Gift Wear \$20 gift card Greys Cafe, \$25 Taco Shell restaurant, 2x adult Star Cinema tickets, Vancouver Island coasters

Righty Stick Basket

Right handed Warrior stick & right-handed Bauer mini stick

Thank You : Kirby's Source for Sport







CONTINUED

Lefty Stick Basket \$140 value

Left-handed Warrior stick & left-handed Bauer mini stick

Thank You: Kirby's Source for Sport

Tupperware Basket \$350 value

Bowls, containers, jug and much more!

Coaches Draw Basket giveaway

Thank You: The Prairie Inn & Pub

Players Draw Basket giveaway

Thank You: Hockey Evolution

20 Square Board giveaway

2 Vancouver Canucks tickets vs. Dallas Stars March 28 at Rogers Arena

RAFFLE & 50/50

Support our teams with a chance to start the New Year with a bang!

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BC Gaming Event Licence #147975

TEAMS AND DIVISIONS

T2 BENN DIVISION













T3 IRWIN DIVISION













TOURNAMENT SCHEDULE

Please use TeamSnap Tournament for all schedule updates.

Game Number	Start Time	End Time	Game Min	Rink	Home Team	Away Team	Division
Thursday, January 4 th							
13-749	8:50	10:20	90	Arena A	Peninsula T3	Victoria Racquet Club	T3
13-750	9:30	11:00	90	Arena B	Peninsula T2	Surrey	T2
13-751	10:30	12:00	90	Arena A	Victoria	Port Moody	T2
13-752	11:10	12:40	90	Arena B	Port Alberni	Richmond	T3
13-753	12:10	13:40	90	Arena A	Victoria Racquet Club	Port Coquitlam	T3
13-754	12:50	14:20	90	Arena B	Surrey	Burnaby	T2
13-755	13:50	15:20	90	Arena A	Port Moody	Vancouver	T2
13-756	14:30	16:00	90	Arena B	Kamloops	Richmond	T3
13-757	16:10	17:40	90	Arena B	Peninsula T2	Burnaby	T2
13-758	17:50	19:20	90	Arena B	Peninsula T3	Port Coquitlam	T3
13-759	19:00	20:30	90	Arena A	Victoria	Vancouver	T2
13-760	19:30	21:00	90	Arena B	Port Alberni	Kamloops	T3
Friday, January 5 th							
13-761	12:20	14:10	110	Arena A	Golden Ticket Game (Pool A 1st v Pool B 1st)		T2
13-762	14:20	16:10	110	Arena A	Golden Ticket Game (Pool A 1st v Pool B 1st)		T3
13-763	15:00	16:50	110	Arena B	Cross Over Game 3 (Pool B 2 nd v Pool A 3 rd)		T2
13-764	16:20	18:10	110	Arena A	Cross Over Game 2 (Pool A 2 nd v Pool B 3 rd)		T2
13-765	17:00	18:50	110	Arena B	Cross Over Game 3 (Pool B 2 nd v Pool A 3 rd)		T3
13-766	18:20	20:10	110	Arena A	Cross Over Game 2 (Pool A 2 nd v Pool B 3 rd)		T3
Saturday January 6 th							
13-767	8:00	10:00	120	Arena A	Semi Final Game 4 (TBD)		T2
13-768	8:30	10:30	120	Arena B	Semi Final Game 5 (TBD)		T3
13-769	10:10	12:10	120	Arena A	Semi Final Game 4 (TBD)		T3
13-770	10:40	12:40	120	Arena B	Semi Final Game 5 (TBD)		T2
13-771	12:20	14:10	110	Arena A	Consolation Game (Losers of Cross Over Games 2 & 3)		T2
13-772	12:50	14:40	110	Arena B	Consolation Game (Losers of Cross Over Games 2 & 3)		T3
13-773	14:20	16:20	120	Arena A	Gold Medal Game (Winners of Semi Final Game 4 & 5)		T3
13-774	14:50	16:50	120	Arena B	Gold Medal Game (Winners of Semi Final Game 4 & 5)		T2

BRACKET SYSTEM

