

AMMHL North Cup Championship Tournament Schedule

Pool A - Playoff	Pool B - Playoff	Pool C - Consolation
Sherwood Park Squires	St Albert Flyers	Camrose Kodiaks
Leduc Oil Kings	SSAC Bulldogs	CAC United Cycle
PAC Saints	Lloydminster R'ohan Rage	KC Centennials
Fort Saskatchewan Rangers	MLAC Elite Sportswear	Grande Prairie Storm

Game	Day	Date	Arena	Start	Home	Away	
1	Thursday	March 17	TLC-N	17:30	St Albert	MLAC	TLC - Tri Leisure
2	Thursday	March 17	GFA	19:15	Sherwood Park	Fort Sask	GFA - Grant Fuhr
3	Thursday	March 17	TLC-N	20:00	Leduc	PAC	
4	Thursday	March 17	TLC-S	20:30	SSAC	Lloydminster	

Game	Day	Date	Arena	Start	Home	Away	
5	Friday	March 18	TLC-S	10:45	CAC	Camrose	
6	Friday	March 18	TLC-N	13:00	Sherwood Park	PAC	
7	Friday	March 18	TLC-S	13:15	St Albert	Lloydminster	
8	Friday	March 18	GHA	14:00	KC	Grande Prairie	GHA - Glenn Hall
9	Friday	March 18	TLC-S	18:15	SSAC	MLAC	
10	Friday	March 18	TLC-N	19:00	Leduc	Fort Sask	

Game	Day	Date	Arena	Start	Home	Away	
11	Saturday	March 19	TLC-N	8:00	Camrose	KC	
12	Saturday	March 19	GHA	8:00	Grande Prairie	CAC	
13	Saturday	March 19	GFA	9:15	Sherwood Park	Leduc	
14	Saturday	March 19	GFA	11:45	PAC	Fort Sask	
15	Saturday	March 19	TLC-S	11:45	St Albert	SSAC	
16	Saturday	March 19	TLC-N	12:15	Lloydminster	MLAC	
17	Saturday	March 19	TLC-S	14:15	CAC	KC	
18	Saturday	March 19	TLC-N	14:45	Camrose	Grande Prairie	

19	Saturday	March 19	TLC-S	19:15	Pool A - 1st	Pool B - 2nd	Semi-Final #1
20	Saturday	March 19	TLC-N	19:45	Pool B - 1st	Pool A - 2nd	Semi-Final #2

21	Sunday	March 20	GFA	11:00	Pool C - 1st	Pool C - 2nd	Consolation Final
22	Sunday	March 20	GFA	13:45	Winner Game #19 (Semi-Final #1)	Winner Game #20 (Semi-Final #2)	Championship Final

March 26, 27, April 1, 2, 3

Red Deer IROC Chiefs vs North Champion Provincial Final *

* TIMES & ARENAS TBA (BEST-OF-5 SERIES)

AMMHL North Cup Tournament Rules

10.3 PROVINCIAL TOURNAMENT REGULATIONS

10.3.1

The Provincials will be played under the official Hockey Canada Rules, with the exception of Hockey Alberta regulations and/or rules adopted by Hockey Alberta.

10.3.2

Each Team may have a maximum of nineteen (19) Players. Affiliated Players may only be used provided their Association Affiliations and registrations in the Registry were previously approved and presented prior to the start of the tournament. Once the championship tournament commences, the registered roster of nineteen (19) plus approved affiliates are allowed. The list of Players must be presented to the AMMHL Representative, prior to the start of the tournament.

10.3.7

Tied games shall not be broken in round-robin play.

10.3.8

In the event that teams are tied for a playoff position, the following procedure will apply:

A. If two (2) teams are tied:

1. The team with the most wins in the round-robin gains the highest position.

2. If the two (2) teams are still tied after 1 above, the winner of the round-robins game between the two tied teams gains the highest position.

3. If the two (2) teams are still tied after 1, and 2 have 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:

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

NOTE: All round-robin games are included.

Example: For = 10 goals Against = 4 goals

Percentage: $10 \div 10 = .714$

$10 \div 4 = 14$

NOTE: The highest percentage gains the highest position.

4. If the two (2) teams are still tied after 1, 2, and 3, have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games, gains the highest position.

5. If the two (2) team are still tied after 1, 2, 3, and 4 have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the highest position.

6. If the two teams are still tied after 1, 2, 3, 6.1.4, and 6.1.5 have been applied, a single coin toss will determine which team gains the highest position.

6.1 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).

B. If three (3) 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) will advance.

1. The team with the most wins would gain the highest position.

2. If teams are still tied after 1 above 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: total number of goals for divided by total number of goals for and against.

NOTE: Games between the tied teams only will apply.

Example: For = 10 goals Against = 4 goals

Percentage: $10 \div 10 = .714$

$10 \div 4 = 14$

NOTE: The highest percentage gains the highest position.

2.1 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.

3. If two teams or more are still tied after 1 and 2 have 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.

4. If three teams are still tied after 1, 2, and 3 have been applied, a coin toss will determine the highest position(s).

4.1 For the coin toss involving three (3) teams tied, all three teams tied 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.

4.2 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 toss is unsuccessful, that team is place third (3rd).

10.3.9

All games played in the Semi-Finals and Finals must decide a winner. In the case of tied games in Semi-Final: Use Hockey Canada Official Playing Rule 83.

Hockey Canada Official Playing Rule 83

If at the end of the three regulation twenty-minute periods the score is tied, the following shall take place:

1) if the Referee feels it is necessary, he may order the ice to be resurfaced at the end of the three regulation periods. If the ice is not resurfaced, the teams will not change ends.

2) the puck shall be faced-off at centre ice and the play shall continue with a ten-minute sudden victory overtime period.

3) if the score is still tied after the sudden victory ten minute overtime period, the teams would take a normal between period break and return to play twenty minute sudden victory periods. The teams will now change ends. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force. If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

10.3.10

Protests will not be entertained on the outcome of any FINAL Championship game.