TOURNAMENT HISTORY

The Tom Wilson Peewee Classic hosts the most talented peewee players from Canada and the USA. Since 1978, graduates of this tournament include Steven Stamkos, Jason Spezza, Patrick Kane, Rick Nash, Mike Cammalleri, Tood Bertuzzi, Marty Turco…. and the list goes on.

GAME FORMAT

Minor Peewee

Minor Peewee teams will play in one of four divisions, with each division consisting of four games. The Seguin Division, Marner Division, Stamkos Division, and Nash Division will all play against an opposite division. The top eight (8) teams will make the playoffs regardless of division.

Peewee

Peewee teams will play in two divisions made up of five teams each. Teams from the McDavid division and Subban division will play against teams within their own division. The top four (4) teams from each division will advance to the playoff round.

GAME SCHEDULE

Please keep as a reminder that **NO GAMES ARE TO START EARLY THROUGHOUT THE TOURNAMENT** even if it is running ahead of schedule.

PLAYOFF SEEDING

Minor Peewee

The top eight teams will advance to the quarter-finals. These teams will be seeded 1st through 8th as determined by their overall record. Tie Breaking Formulas to determine the overall seeding is noted below. Home teams in playoff games will be based on a teams seeding, points or higher GF/GA %.

The quarter-finals will be played as follows:

- 1st Seed vs 8th Seed
- 2nd Seed vs 7th Seed
- 3rd Seed vs 6th Seed
- 4th Seed vs 5th Seed

Peewee

The top four teams from each division will advance to the quarter-finals. These teams will be re-seeded 1st through 8th as determined by their overall record. Tie Breaking Formulas to determine the overall seeding is noted below. Home teams in playoff games will chosen based on a teams seeding, points or higher GF/GA %.

The quarter-finals will be played as follows:

- 1st in McDavid vs 4th in Subban
- 2nd in Subban vs 3rd in McDavid
- 1st in Subban vs 4th in McDavid
- 2nd in McDavid vs 3rd in Subban

TOM WILSON PEEWEE CLASSIC TIE BREAKING FORMULA RULES

Tie Breaking Formula – Ties in Standings – 2 Teams Tied

a. Head to Head winner, if applicable, will be awarded the higher position. (Peewee division only)
b. If a tie still exists the team with the most wins shall be awarded the higher position. (both Minor Peewee and Peewee divisons)
c. If still tied, add the goals for and the goals against together and divide into the goals for with the team having the highest percentage being awarded the higher position. This method shall take into account all four games.
d. If still tied the team with the fewest goals against will gain the highest position.
e. If still tied the team with the least number of minutes in penalties is awarded the higher position.
f. If still tied, the team that scored earliest in the tournament will be awarded the higher position.

Tie Breaking Formula – Ties in Standings – 3 or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding. If any step in the tiebreaker only seeds one team, that team assumes that position. The three team tiebreaker will continue to determine the seeding of the two remaining teams. **At no time will teams using this formula go back to the two-team tiebreaker.**

a. If a tie exists than the team with the most wins shall be awarded the higher position. (Using all four games of the round robin.)
b. If still tied, add the goals for and the goals against together and divide into the goals for with the team having the highest percentage being awarded the playoff positions. **This method shall take into account all the games.**

   Note: The highest percentage gains the highest position(s).

   This exercise establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the "Two Team Tiebreaker".**

   Example:

   A. Team A - .714 = 1 seed - Advances
      Team B - .500 = 3 seed – Does not advance
      Team C - .650 = 2 seed – Advances

   B. Team A - .714 = 1 seed – Advances
      Team B - .500 = Still tied with team C – goes to next step
      Team C - .500 = Still tied with team B – goes to next step

c. If still tied the team with the fewest goals in the tournament will gain the highest position.
d. If still tied the team with the least number of minutes in penalties throughout all of the round robin games is awarded the higher position.
e. If still tied, the team that scored earliest in the tournament will be awarded the higher position.

OVERTIME AND TIES

a. In Preliminary Round games, if tied at the end of regulation time, teams will play one five (5) minute stop time "**SUDDEN VICTORY**" overtime period (teams do not change ends) **four (4) on four (4)**. If still tied, the tie will stand and will count as one point in the standings for each team. No points will be awarded to a team that loses in overtime.
b. In the playoffs, if tied after a 5 (five) minute overtime, teams will resort to a shootout. The shootout will be formatted as follows:
   - Teams will not change ends for the shootout
   - The visiting team will shoot first
   - Three skaters per team take shots on the opposing goalies.
   - The team with the most goals during their three shots is declared the winner.
   - If both teams score the same number of goals during the shootout, a sudden death shootout will begin
   - The teams alternate taking penalty shots, until one team scores and the other does not, thus producing a winner
   - All players (except goalies) on a team's roster must shoot before any player can shoot a second time.
   - If one team uses all available players and can repeat shooters (as per above) the opposing team is also permitted to do so regardless of whether they have gone through their full roster

GAME SHEETS

Teams are required to fill out their game sheets at the tournament office an hour before game time.

TEAM SWEATERS

White or light coloured jerseys will be designated as the 'Home' team colours.

LENGTH OF GAMES

a. Round Robin Games
   12-12-15 minutes all stop time
b. Quarter Finals, Semi-Finals & Finals
   12-12-15 minutes all stop time

TIME-OUTS

Each team shall be permitted to take one time-out of thirty seconds during the course of regular playing time or overtime.

PRE-GAME WARMUP

Prior to each game, there shall be a three (3) minute warm-up, which shall be counted down on the arena timer and shall start once both teams are on the ice **(players are NOT to go on the ice without the presence of the game officials)**. **Please make note that games will not start early.**

In the case of the championship finals, the warm-up will take place as advised to the two participating teams at that time.

TOURNAMENT REGISTRATION REQUIREMENTS

The Manager/Coach must present each players Hockey Canada approved roster form or a copy of the USA Hockey Roster Form, to confirm the eligibility of each player, to the Tournament Registrar 1 hour prior to the teams first game. **No team will be allowed to use one dressing for the entire weekend and there will be no storage at the arena**.

TEAM PRE-GAME REQUIREMENTS

Coach/manager must come to the tournament games office before game time to:

i) Resolve any sweater conflicts
ii) Fill out game sheet

TEAM POST-GAME REQUIREMENTS

At the end of the game, teams are to line up at their respective bluelines for the announcement and presentation of the Players of the Game. Following this presentation teams shall leave the ice and retire to their dressing rooms.

SUSPENSIONS

2019-2020 OHF Minimum Suspension List will be used throughout this tournament.

SKILLS COMPETITION

Both the Minor Peewee and Peewee divisions will participate in a tournament-wide skills competition.

The Minor Peewee skills competition is at 11:50am on Saturday, October 19 on Scotiabank Pond Rink 1. The Peewee skills competition is at 12:50pm on Saturday, October 19 on Scotiabank Pond Rink 1.

The skills competition will consist of two events. Three players and a goalie from each team will be selected by their coaches to participate in the skills competition.

All players participating in the skills competition must be in full equipment.

SKATING RELAY

The skating event will have three players from each team compete in a relay. Two teams will compete at a time.

- The first player from each team will start with their stick and line up on the opposite side of centre ice on the line.
- They will skate one full lap before handing off their stick to the next teammate.
- Each subsequent player will do the same.

BREAKAWAY CHALLENGE

The breakaway event will have three players and a goalie from each team compete in the challenge. Two teams will be competing at a time.

- All three players will start at the centre line.
- Three pucks will be lined up along each blue line.
- To start, the first player will pick up a puck and try to score on the opposing goalie.
  - If the player scores, the second player gets a new puck from the blue line and tries to score. The second player may not begin until the first player has crossed the blue-line closest to their goal.
  - If the first player does not score, they must retrieve the puck and place it on the blue line before the next player can start.
  - This continues until three goals have been scored.
- The first team to score three goals wins and moves on to the next round, while the losing team will be eliminated.