

Guidelines for HNSMC AAA Provincial Qualification

All AAA teams in Nova Scotia will compete in one of the three AAA leagues in Nova Scotia; the Cape Breton League, The Mainland League and CMHF.

Each league will determine their own balanced schedule.

All league games must be played. If a game is unplayed, the respective league President will determine if one team is responsible for the game not being played, and if so determined, the other team will be awarded a 1-0 win and the responsible team a 1-0 loss.

If both teams are equally at fault for the game not being played, each team will be awarded a 1-0 loss.

Each league will submit final league standings to NSMHC. The final standings are to show:

<u>GAMES</u>			<u>GOALS</u>	<u>GOALS</u>	<u>TOTAL</u>
<u>PLAYED</u>	<u>WINS</u>	<u>LOSSES</u>	<u>FOR</u>	<u>AGAINST</u>	<u>POINTS</u>

Each league will determine their two representatives for the Provincial Tournament by way of a league tournament.

The format to be used for the league tournament will vary depending on the number of teams in each league. Attached is the format to be used based on the number of teams in the respective leagues.

The placement of teams in their respective league tournaments will be based on the team standings during regular season play. (See Appendix 1)

It should be noted that the league tournament schedule allows for the Provincial Host to compete in the league tournament.

In cases where the league tournament is also used to determine an overall league playoff winner, an additional game will be scheduled to determine the second team from the tournament to represent the league at the Provincial Tournament if the host team advances to the league tournament final.

If a league is not using the tournament to determine league playoff winners, then the Provincial Host team will not be eligible to play in a semi final game.

In order to offset the additional cost of a seven team tournament versus five team tournament, each AAA team is to forward a payment of \$100 to their league treasurer by December 31st. The three league treasurers will then turn the proceeds from their leagues over to NSMHC who will forward a combined cheque to the treasurer of the host Tournament Committee for the Provincial Tournament.

The Host Team for the Provincial AAA Tournament will be selected using the same criteria as all other Provincial Tournaments.

The final Provincial Tournament will have seven teams and will run on the weekend designated by NSMHC. The teams will be seeded based on their Possible Point Percentage (PPP) based on regular season play (does not include playoffs). The teams will be seeded from 1 to 7 with the team with the highest PPP being seeded first and son on, until the team with the lowest PPP is seeded seventh. The NSMHC will calculate the PPP for each team advancing to the Provincial Tournament from the league standings submitted to them.

Appendix 1

AAA League Tournament Format to Determine Representatives for Provincial Tournament

Each of the AAA Leagues in Nova Scotia will use the Tournament Format attached which corresponds to the number of teams in their league.

The teams will be seeded based on their standings during regular season play. The standings to be used for seeding will be the final standings as submitted to the NSMHC.

Ties in standings will be broken as follows:

1. Team(s) with the highest goal differential in league play (goals for minus goals against)
2. Still tied: Team(s) with the least goals against in league play
3. Still tied: Team(s) with the most goals in leagues play
4. Still tied: random draw will be used to break tie.

Each league will determine their two representatives no later than eleven (11) days before the Provincial Tournament.

All Bantam and Midget league tournament games will consist of 3 fifteen minute periods, stop time with a flood after the second period. Atom and Peewee will be 3 ten minute stop time periods for regular schedule, with 3 fifteen minute periods for semi-finals. There will be no overtime in round robin play. Overtime will only be used in the semi final games. A Championship game is not required as the two semi final winners will advance to the Provincial Tournament.

If a league is also using the tournament to determine a league playoff winner, then, a championship game can be added. However, if the Provincial Tournament host happens to reach the championship game, then an additional game is to be added to the schedule which would have the two semi final losers playing in a sudden death game with the winner advancing to the Provincial Tournament. If the tournament does not have a championship game, then the league's Provincial Host Team cannot play in a semi final game and if the Host Team finished in the top 4 spots during tournament play, the 5th place team will advance to the semi finals.

League Tournament Five Team Schedule

Note: Dates and times can be changed but order of games must be followed and adequate rest periods included in ant revised schedule.

		<u>Visitor</u>		<u>Home</u>
<u>Thursday</u>	5:00 PM – 7:00 PM	1		2
	7:00 PM – 9:00 PM	3		4
<u>Friday</u>	9:00 AM – 11:00 AM		2	5
	11:00 AM – 1:00 PM		4	1
	4:00 PM – 6:00 PM	3		2
	6:00 PM – 8:00 PM	5		1
<u>Saturday</u>	9:00 AM – 11:00 AM		2	4
	11:00 AM – 1:00 PM		5	3
	4:00 PM – 6:00 PM	4		5
	6:00 PM – 8:00 PM	1		3

Top 4 teams based on tournament play advance to semi finals and are then seeded based on regular season standings.

<u>Sunday</u>	9:00 AM – 11:00 AM	4	1
	11:00 AM – 1:00 PM	3	2

OPTIONAL

<u>Sunday</u>	3:00 PM – 5:00 PM	Championship for league if required. Loser of semi finals if Provincial Host in Championship game (home team will be Team with highest standing in regular season play)
	5:00 PM – 7:00 PM	

League Tournament Six Team Schedule

Note: Dates and times can be changed but order of games must be followed and adequate rest periods included in ant revised schedule.

		<u>Visitor</u>		<u>Home</u>	
<u>Friday</u>	4:00 PM – 6:00 PM		6		1
	6:00 PM – 8:00 PM	5		2	
	8:00 PM – 10:00 PM		4		3
<u>Saturday</u>	9:00 AM – 11:00 AM	1		5	
	11:00 AM – 1:00 PM		2		4
	1:00 PM – 3:00 PM	3		6	
	4:00 PM – 6:00 PM	4		1	
	6:00 PM- 8:00 PM	6		2	
	8:00 PM – 10:00 PM		5		3

Top 4 teams based on tournament play advance to semi finals and are then seeded based on regular season standings.

<u>Sunday</u>	9:00 AM – 11:00 AM	4		1
	11:00 AM – 1:00 PM		3	2

OPTIONAL

<u>Sunday</u>	3:00 PM – 5:00 PM	Championship for league if required. Loser of semi finals if Provincial Host in Championship game (home team will be Team with highest standing in regular season play)		
	5:00 PM – 7:00 PM			

League Tournament Seven Team Schedule

Note: Dates and times can be changed but order of games must be followed and adequate rest periods included in ant revised schedule.

		<u>Visitor</u>		<u>Home</u>
<u>Thursday</u>	2:00 PM – 4:00 PM	7		1
	4:00 PM – 6:00 PM	6		2
	6:00 PM – 8:00 PM	5		3
	8:00 PM – 10:00 PM		4	7
<u>Friday</u>	8:00 AM –10:00 AM		2	5
	10:00 AM – 12:00 PM	3		7
	12:00 PM – 2:00 PM		6	4
	2:00 PM – 4:00 PM	1		5
	4:00 PM- 6:00 PM	7		2
	6:00 PM – 8:00 PM	3		6
	8:00 PM – 10:00 PM		4	1
<u>Saturday</u>	10:00 AM -12:00 PM		1	6
	12:00 PM – 2:00 PM		2	3
	2:00 PM- 4:00 PM	5		4

Top 4 teams based on tournament play advance to semi finals and are then seeded based on regular season standings.

<u>Sunday</u>	9:00 AM – 11:00 AM	4	1
	11:00 AM – 1:00 PM	3	2

OPTIONAL

<u>Sunday</u>	3:00 PM – 5:00 PM	Championship for league if required. Loser of semi finals if Provincial Host in Championship game (home team will be Team with highest standing in regular season play)
	5:00 PM – 7:00 PM	

League Tournament Eight Team Schedule

Note: Dates and times can be changed but order of games must be followed and adequate rest periods included in ant revised schedule.

		<u>Visitor</u>		<u>Home</u>
<u>Thursday</u>	12:00 PM – 2:00 PM		8	1
	2:00 PM – 4:00 PM	7		2
	4:00 PM – 6:00 PM	6		3
	6:00 PM – 8:00 PM	5		4
	8:00 PM – 10:00 PM		1	7
<u>Friday</u>	8:00 AM – 10:00 AM		3	5
	10:00 AM – 12:00 PM	2		8
	12:00 PM – 2:00 PM		4	6
	2:00 PM – 4:00 PM	1		5
	4:00 PM- 6:00 PM	3		7
	6:00 PM – 8:00 PM	2		6
	8:00 PM – 10:00 PM		4	8
<u>Saturday</u>	8:00 AM – 10:00 AM	6		1
	10:00 AM -12:00 PM		5	2
	12:00 PM – 2:00 PM		8	3
	2:00 PM- 4:00 PM	7		4

Top 4 teams based on tournament play advance to semi finals and are then seeded based on regular season standings.

<u>Sunday</u>	9:00 AM – 11:00 AM	4	1
	11:00 AM – 1:00 PM	3	2

OPTIONAL

<u>Sunday</u>	3:00 PM – 5:00 PM	Championship for league if required. Loser of semi finals if Provincial Host in Championship game (home team will be Team with highest standing in regular season play)
	5:00 PM – 7:00 PM	

AAA Provincial Tie Breaking Format

This format is to be used for all AAA tournaments leading up to and including the Provincial Championships.

A. Tie Breaking Sequence

If two or more teams are tied at the conclusion of tournament play, the following procedure will be used to determine final rankings before the semi final and final games.

1. If two or more teams that have played each other are tied in points.
2. If two or more teams that have not played each other are tied in points.

1) If two or more teams that have played each other are tied in points

Note: All teams must have played each other

The record established in the games among the tied teams only will be used as the first tie breaking formula.

The standings will be determined as follows:

- i. The won lost record of the teams in games against each other.

The team(s) with the most points gains the higher position
If the team with the higher position has been determined revert back to A.

- ii. If still tied

The higher standing(s) will be determined based on the ratio of goals for to goals against in games between the tied teams only calculated to three decimal places. (goals for divided by goals against). The higher ratio will be given the higher standing.
If the team with the higher position has been determined revert back to A.

- iii. If still tied

The goal spread in games between the tied teams only (goals for less goals against)
If the team with the higher position has been determined revert back to A

- iv. If still tied

The team scoring the most goals against each other shall, finish higher.

If the team with the higher position has been determined revert back to A

v. If still tied

The higher standing will be determined based on the ratio of goals for to goals against in games against common opponents (include only the records of teams in the tournament that all the tied teams have played). Calculated to three decimal places (goals for divided by goals against) the higher ratio will be given the higher standing.

If the team with the higher position has been determined revert back to A

vi. If still tied

Repeat steps a) 1 to iv, but include the records of all teams in the tournament.

If the team with the higher position has been determined revert back to A

vii. If still tied

The team scoring the fastest goal in games against each other will gain the higher position. If still tied use second goal and so on until tie is broken.

2) If two or more teams that have not played each other are tied in points.

Note: All teams have not played each other

i. The team with the most points against common opponents (include only the records of teams in the tournament that all of the tied teams have played)

ii. If still tied

The higher standing will be determined based on the ratio of goals for to goals against in games against common opponents (include only the records of teams in the tournament that all of the tied teams have played) calculated to three decimal places (goals for divided by goals against). The higher ratio will be given the higher standing.

If the team with the higher position has been determined revert back to A

- iii. If still tied
The goal spread in games between the tied teams and common opponents only (goals for less goals against) (include only the records of teams in the tournament that all of the tied teams have played)
If the team with the higher position has been determined revert back to A

- iv. If still tied
The team scoring the most goals in games against common opponents. (include only the records of teams in the tournament that all of the tied teams have played) shall finish higher
If the team with the higher position has been determined revert back to A

- v. If still tied
Repeat steps A I to iv but include the records of all teams in the tournament.
If the team with the higher position has been determined revert back to A

- vi. If still tied
The team scoring the fastest goal on the highest seeded opponent that the tied teams have played will gain the higher position. (If still tied use second goal and so on until tie is broken)