LDMHA Memorial Classic / December 12-14, 2025

1. Entry fee of $1000 payable by credit card, Visa/Debit or eTransfer. Payment instructions are available on our website.

Refunds will be processed as follows:

If the tournament is cancelled by Lakefield Minor Hockey: Full refund

If you withdraw from the tournament before December 1st: Full refund.

If you withdraw from the tournament after December 1st: 50% refund.

If you withdraw from the tournament after December 10th: No refund will be provided unless we find a team to take your place, then 50% refund.

1. All games will be played at the Lakefield-Smith Community Centre located at 20 Concession St, Lakefield.
2. Lakefield teams will be the home team. The Tournament Committee will determine home teams in all other games.
3. Lunch is available for purchase at nearby restaurants (Subway, McDonald’s, Pizza Hut, Tim Horton’s, Canoe & Paddle, The Thirtsty Loon, Jack’s Fish and Chips and many more) Pizza lunch will be provided on Saturday at 12:00 noon upstairs at the Lakefield Arena.
4. 2 points for a win. 1 point for a tie. 0 points for a loss.
5. Minimum 3-game guarantee.
6. Periods will be 10/10/10 stop time. If a team is ahead by 5 goals or more in the 3rd period, the game will change to run time unless the gap is reduced to three goals. If the game is reduced to a 3-goal lead, the period will return to stop time.
7. Semi final and final game periods will be 10/10/15 stop time and will incorporate rule 8 in the 3rd period. Overtime may occur in finals only.
8. Medals will be awarded to the winning teams only.

Thank you. We look forward to seeing you at our tournament.

Tanya Dunford

Tournament Chair

Lakefield Minor Hockey

(705) 927-5015 / [t.dunford@hotmail.com](mailto:t.dunford@hotmail.com)

**APPENDIX A: Tie Breaker Rules**

**ROUND ROBIN STANDINGS - TIE BREAK PROCEDURES**

In the event of a tie in the standings at the end of the round-robin, for any position (1st, 2nd, etc.), the following procedure will be used to break the tie:

**Two Teams Tied**

I. Head to head winner - The winner of the round robin game between the two tied teams will gain the higher seeding position.

II. The team with the most wins in the round robin gains the higher position.

III. If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: 10/10+4 = .714

**NOTE:** The higher percentage gains the higher position. All round robin games to be included.

IV. If the two teams are still tied after the first, second and third options (i, ii & iii), the team with the least number of penalty minutes throughout all round robin games, gains the higher position.

V. If the two teams are still tied after the first, second, third and fourth options (i, ii, iii, iv) then the team with the fewest goals against throughout all round robin games, gains the higher position.

VI. If the two teams are still tied after the first, second, third, fourth and fifth options (i, ii, iii, iv & v) then the team with the most goals for throughout all-round robin games, gains the higher position.

VII. If the two teams are still tied after the first, second, third, fourth, fifth and sixth options (i, ii, iii, iv, v,vi) then the team which scored the first goal in the game between the tied teams gains the higher position.

VIII. If the two teams are still tied after the first, second, third, fourth, fifth, sixth and seventh options (i, ii, iii, iv, v, vi, vii), a single coin toss will determine which team gains the higher position.

**Three or More Teams Tied**

**NOTE**: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. 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.

I. If three 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) shall advance.

II. The team with the most wins (among tied teams) would gain the highest position.

III. If teams are still tied after the first and second options (i & ii) then the team with the best goal average gains the highest position (all round robin games). The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: 10/10+4 = .714

**NOTE:** The higher percentage gains the higher position. All round robin games to be included.

The above exercise of 2.2 III. 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”.

**SCENARIO 1**:

Team 1 - .714 = 1 seed – Advances \*\*

Team 2 - .500 = 3 seed – Does Not Advance

Team 3 - .650 = 2 seed – Advances \*\*

**SCENARIO 2:**

Team 1 - .714 = 1 seed – Advances \*\*

Team 2 - .500 = Still tied with team 3 – go to next scenario

Team 3- .500 = Still tied with team 2 – go to next scenario

**SCENARIO 3:**

Team 1 –. 650 = Still tied with team 2 – go to next scenario

Team 2 - .650 = Still tied with team 1 – go to next scenario

Team 3 - .500 = Does not advance

 IV. If the teams are still tied after the first, second and third options (i, ii & iii), the team with the least number of penalty minutes throughout all round robin games, gains the higher position.

V. If the teams are still tied after the first, second, third and fourth options (i, ii, iii, iv) then the team with the fewest goals against throughout all round robin games, gains the higher position.

VI. If the teams are still tied after the first, second, third, fourth and fifth options (i, ii, iii, iv & v) then the team with the most goals for throughout all-round robin games, gains the higher position.

VII. If the teams are still tied after the first, second, third, fourth, fifth and sixth options (i, ii, iii, iv, v, vi, vii), a single coin toss will determine which team gains the higher position.

**3. ELIMINATION GAMES - OVERTIME RULES**

I. Should the teams be tied at the end of Regulation time, a 10 minute 5-on-5 sudden victory overtime period will be played with a 3-minute break between the 3rd period and 1st overtime.  
II. Teams will not change ends for this first overtime period.  
III. If the score is still tied at the end of the first overtime period a flood will take place and then a second 10 minute 5-on-5 overtime period will take place.  
IV. Teams will change ends for this second overtime period  
V. If the score is still tied at the end of the second overtime period teams will be granted a 3-minute rest period and a third 10 minute 5-on-5 overtime period will take place  
VI. Teams will change ends for this third overtime period  
VII. Note, that NO more than three overtime periods will be played  
VIII. If a game is still tied after 3 overtimes, the winner will be determined by a shootout:  
i. Home Team will shoot first  
ii. 5 vs 5 shooters  
iii. If still tied after all 5 shooters, a 1 shooter vs 1 shooter sudden victory will take place.  
iv. No player can shoot twice until all team members have taken a shot.  
v. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout.  
vi. Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.