

CASTORS
WINTER
SHOWDOWN



2026



Pool A

Clarence Castors

Rockland Nats B1

North Dundas Demons

Nepean Battle Cats

Pool B

Leitrim Hawks B2

Rockland Nats B2

EPR

Cumberland Dukes B4

Saturday Feb 7th, 2026
U11 B



*Friday 7-8 PM: Pool A: Clarence Creek Vs Rockland 1
Winner:

8 AM: Pool B: Letrim Hawks VS Rockland Nats B2
Winner:

9 AM : Pool A: North Dundas Demons Vs Nepean Battle Cats
Winner:

10 AM: Pool B: EPR B1 Vs Cumberland Dukes
Winner:

Saturday Feb 7th, 2026
U11 B



11 AM: Pool A: Rockland Nats B1 Vs North Dundas Demons
Winner:

12 PM: Pool B: Rockland Nats B2 Vs EPR B1
Winner:

1 PM : Pool A: Clarence Castors Vs Nepean Battle Cats
Winner:

2 PM: Pool B: Letrim Hawks Vs Cumberland Dukes
Winner:



Saturday Feb 7th, 2026
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3 PM: Pool A: Rockland Nats B1 Vs Nepean Battle Cats
Winner:

4 PM: Pool B: Rockland Nats B2 Vs Cumberland Dukes
Winner:

5 PM : Pool A: Clarence Castors Vs North Dundas Demons
Winner:

6 PM: Pool B: Letrim Hawks Vs EPR B1
Winner:

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7 PM: Finals
Top Two Seeds
Winner:

Tournament Rules

1. Hockey Canada, HEO, and HEO Minor Code of discipline shall apply to all teams.
2. Teams are guaranteed 3 games in all divisions. Games in all divisions will consist of three periods . 10-10-10, to a maximum of 50 minutes of playing time (includes 2 min warm up), no time outs are allowed.
3. Standings will be based on 2 points for a regulation win, 1 points for a tie. There will be no OT or shoot out in Round Robin play.
4. Tie-breaking in round robin standing will be base in order, on:
 - Head to Head record involving the tied teams.
 - The team with the lowest goals against.
 - The team with the most goals for.
 - The team with the lowest number of penalty minutes (misconducts count as 10 mins).
 - The earliest goal scored in any game.
 - A coin toss by the tournament chairman or designate.



Tournament Rules (cont'd)

5. For all final round games, the placement of teams and designation of home and visiting teams will be made by the tournament chairman or designate based on the team records as determined by rules 3 and 4. (If applicable, wild-teams always place after division winners).

6. In the event of a tie of Championship game, Teams shall play 5 min 3 vs 3, then go straight to a shootout where both teams shoot simultaneously. Each team will provide 3 shooters (any shooter in penalty box is not able to be in the 3). If still tied after 3 shooters each team will then provide players to shoot until an unanswered goal has been made. Teams must use all shooters on their team (players in penalty box are now allowed to participate), prior to a player shooting twice.

7. Game ejection, after 3 personal penalties, a player or team official will automatically be ejected from the game. In the case of a double minor penalty, the double minor will count as one penalty per Hockey Canada Rule Book. The double minor must be the same infraction. This is not confused with for example; a minor for tripping and interference during the same stoppage of play to the player, as this is two separate penalties



Tournament Rules (cont'd)

8. The team manager or coach must check in at the tournament one hour before the commencement of the first game with the Official Hockey Canada Approved Team Roster signed by their District Registrar, and Travel Permit (if required).

9. Teams will not have access to a dressing room until a Team Official has registered.

10. Games may start early, so teams must be ready to go on the ice 15 minutes before each scheduled game. All warm-ups, pep-talks and team rituals shall take place before the team goes on the ice. Teams will be allowed only a 2-minute warm up on the ice prior to the game. Undue delay could result in a delay-of-game penalty against the offending team. Teams are not allowed on the ice surface without the Referees present.



Tournament Rules (cont'd)

11. If the goal spread between two teams reaches 5 goals or more during any period, running time will be used instead of stop time, as long as the goals spread remains at 5 or more goals. Then returns to stop time if the goal spread reduces to 4 or fewer goals. If in running time a 2 min penalty will be 3 min and a 4min will be set to 5 min on the clock.

12. Player of the Game awards will be given to each team per game, to hand out to their choice of player from their own team.

13. Awards for First and second place teams will be handed out

14. Any 5-minute major for fighting will disqualify the player from any further play in the tournament.

15. The Tournament Director will make a final decision on any conflicting issues resulting throughout the tournament.

16. Abuse of on or off ice officials will not be tolerated by any Coaching Staff, Players, Parents or Supporters.

****Any rule changes prior to tournament will be shared with teams 48 hours prior to tournament.****

