

CASTORS
WINTER
SHOWDOWN



2026



Castors Winter Showdown 2026

Friday Feb 6th 2026
U13 B



8 AM: Clarence Castors B1 vs Russell Warriors B
Winner:

9 AM: Clarence Castors B2 vs Letrim Hawks B2
Winner:

10 AM: Richmond Royals B1 vs Clarence Castors B1
Winner:

11 AM: Russell Warriors B vs Clarence Castors B2
Winner:

Friday Feb 6th 2026
U13 B



12 PM: Letrim Hawks B2 vs Richmond Royals B1
Winner:

1 PM: Clarence Castors B1 vs Clarence Castors B2
Winner:

2 PM : Russell Warriors B vs Letrim Hawks B2
Winner:

3 PM: Richmond Royals B1 vs (Wild Card Team)
Winner:

Friday Feb 6th 2026
U13 B

5 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 win, 1 point 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.

