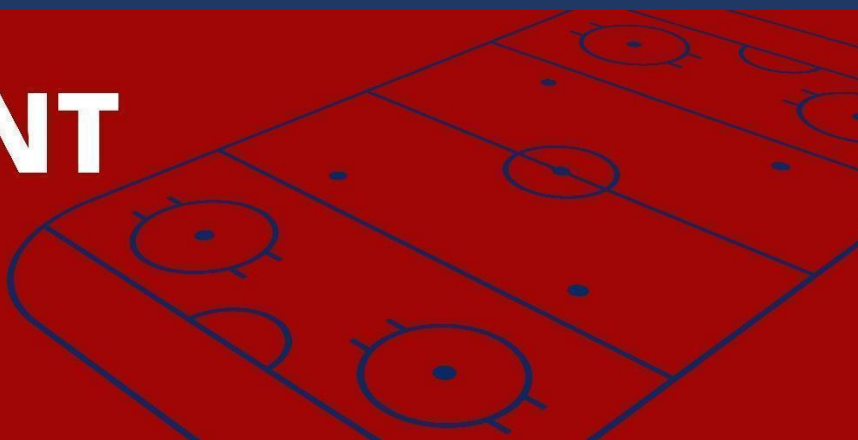




TOURNAMENT HANDBOOK



1. WELCOME

On behalf of the tournament organizing committee, welcome to our annual CROWCHILD CHALLENGE TOURNAMENT! The Crowchild Challenge first took place in 1983. Previously, it was run as a joint U13AA and U11-1 tournament. We are excited to continue the tradition, welcoming 16 U11 AA teams to Calgary this year for the 42nd edition of the tournament!

We hope all players, coaches, and their families have a fun filled and safe four days of hockey! In this tournament package, you will find the game schedule along with what to expect, tournament rules, and other relevant information.

2. REGISTRATION & CHECK-IN

Team Managers should check in their team and pick up Tournament Packages prior to their first game. The primary Registration Table will be in the main foyer of Crowchild Twin Arena, with tournament volunteers available at the other tournament venues as scheduled.

Please Note: We will be participating in the digital scoresheet system this year. All game sheets will be submitted via Teamlinkt. Paper game sheets should only be used as a backup.

3. GENERAL INFORMATION

This year we are offering cashless options for our on-site activities such as the sucker pull, player board, raffle baskets and silent auction. We will also be running a 50/50 draw to which proceeds will reach a local organization supporting families with children receiving cancer treatment.

We are pleased to feature a canteen located at the Crowchild Twin arena throughout the weekend. A local food truck will also be on site preparing fresh food on Friday and Saturday.

Our Tournament Hosts can be found at the front tables in the Crowchild Twin arena lobby or by email through the tournament at crowchildchallenge@nwwarriorshockey.com. Your Team Manager is also a good point of contact for information.

4. TOURNAMENT FORMAT, TEAMS & GAME SCHEDULE

Teams will be placed in 4 divisions of 4 teams for round robin play. Each team will play the other three teams in its division once. Following round robin play, all 16 teams will be ranked based on the tournament seeding procedures:

Teams 1-4 advance to Pool A

Teams 5-8 advance to Pool B

Teams 9-12 advance to Pool C

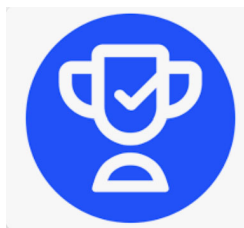
Teams 13-16 advance to Pool D

Game points will be awarded as WIN (2 Points) – TIE (1 Point) – LOSS (0 Points).

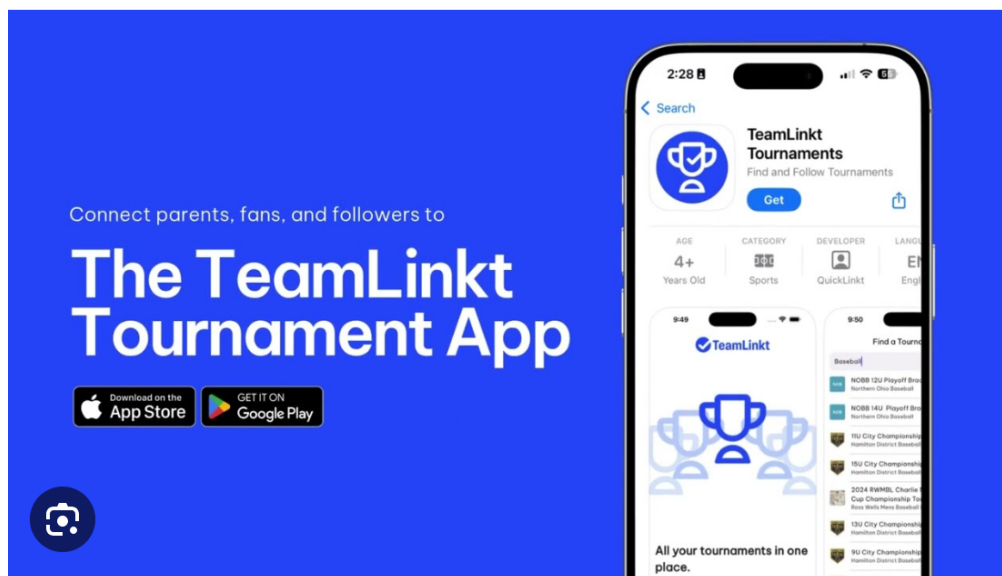
2026 CROWCHILD CHALLENGE TOURNAMENT | U11 AA

CALE MAKAR (A)	MATT DUMBA (B)	MATT REMPE (C)	DEVAN DUBNYK (D)
NORTHWEST WARRIORS	BOW RIVER BRUINS	KNIGHTS HOCKEY CLUB	BOW VALLEY CALGARY
TRAILS WEST WOLVES	SOUTHWEST COUGARS	BOW VALLEY TIMBERWOLVES	GLENLAKE HAWKS
RED DEER KOR-ALTA CONSTRUCTION	FORT SASKATCHEWAN RANGERS	LETHBRIDGE WHITE	EDMONTON CAC BLADZ
CRANBROOK BUCKS	RED DEER CSN CHIEFS	OLDS MINOR HOCKEY	RAIDERS HOCKEY CLUB

Check out the detailed weekend schedule in your program and follow along with scores and stats on our live Tournament App by downloading **TeamLinkt Tournaments** and searching for



2026 Crowchild Challenge



TOURNAMENT HANDBOOK

5. TOURNAMENT RULES

All Hockey Calgary rules, regulations and minimum suspension policies are in full effect. Failure to follow tournament rules and/or format may result in the forfeiture of games or expulsion from the tournament. All participants must abide by the Hockey Canada Fair Play Code. Tournament Committee reserves the right to adjust the format of tournament and games.

Team & Player Eligibility:

- All teams must be registered with Hockey Canada and only registered players and approved affiliates that are named on your official roster for your team may be used.
- Only those rostered coaches are permitted to be on the bench with the team.
- No players will be allowed to play without all mandatory equipment.

Officials:

- Decisions made by the referees are final. There will be zero tolerance for any referee abuse.
- Any players and/or coaches that receive a referee write up will not be allowed to participate in any further games until a ruling is received from Hockey Alberta.
- Any fighting penalty or gross misconduct will result in player(s) and/or coach(es) being immediately suspended from the tournament.
- Team officials are responsible for their team's conduct on and off the ice and must ensure their players always conduct themselves in a sportsmanlike manner.

Volunteers:

- Off-ice officials as per Hockey Calgary guidelines are to be neutral volunteers and are asked to be respectful while in the boxes.
 - The home team will supply a volunteer to run the clock, penalty box, and music.
 - The visiting team will supply a volunteer to do the scorekeeping and the visitor penalty box.
 - The tournament committee will provide a timekeeper, music, and scorekeeping for the **four finals on Sunday**.
- Each team must have appropriate parent volunteers always present with the players in the locker room with players (for female players, a separate changing facility will be available).

General:

- Each team is responsible for bringing two sets of team jerseys:
 - Home Team = Darks
 - Visiting Team = Whites

- Each team will be allowed a 3 minute on-ice warm-up prior to each game. Please ensure your team is ready to go at the start of your ice time. No additional time will be provided to teams if they miss the warmup.
- At the end of the game following handshakes, players are to remain on the ice (please take a knee on their own blue line), and wait for the awarding of the game MVP and Heart and Hustle Awards.
- We respectfully ask that all players take their equipment directly from the dressing room to their vehicles and not leave it in the arena foyer. The Crowchild Challenge Tournament and Arena will not be responsible for any lost or stolen equipment.

Length of Game:

- All games are stop time, and players will not leave the ice between periods.
- No time outs are permitted during round robin games (one per team in playoff rounds).
- During an injury time out, players are asked to move away from the incident, take a knee, and wait for direction from the official. Once the injured player is removed the game will continue with a face-off at center ice.
- ROUND ROBIN games will operate as follows within the 75-minute time slot:
 - 3 minute warm up → Game Play (15-15-15)
 - There will not be overtime if a game ends in a tie.
 - Games are not to exceed the ice time (75 minutes). If undue delays occur for any reason and the game cannot be completed within the ice time, the following procedure will be followed:
 - At first stoppage of play when time reaches 5 minutes left on the permit, the timekeeper will be responsible for alerting the officials. The officials will then notify each team's head coach.
 - At this time, the clock will be reset to 2 minutes and the remainder of the game completed with stop time.
 - Game MVP and Heart and Hustle awards, as outlined below
- SEMI-FINAL games will operate as follows within the 90-minute time slot:
 - 3 minute warm up → Game Play (15-15-15)
 - If required, over-time and shoot-out (see below section for details)
 - Same as above, games are not to exceed the ice time (90 minutes).
 - If required, at first stoppage of play when time reaches 5 minutes left on the permit, the timekeeper will notify officials and the clock will be

reset to 2 minutes; the remainder of the game will be completed with stop time.

- Game MVP and Heart and Hustle awards
- Team Photos on ice are permitted after your team's final game
- SUNDAY FINAL games will operate as follows within the 90-minute time slot:
 - 3 mins warm up → Game Play (15-15-15)
 - If required, over-time and shoot-out (see below section for details)
 - Same as above, games are not to exceed the ice time (90 minutes).
 - If required, at first stoppage of play when time reaches 5 minutes left on the permit, the timekeeper will notify officials and the clock will be reset to 2 minutes; the remainder of the game will be completed with stop time.
 - Game MVP and Heart and Hustle awards
 - Pool D, C, B, A winners will have a banner presented on-ice
 - Gold will include on-ice medal presentations
 - Team Photos on ice are permitted after your team's final game

Playoff Seeding Procedures

All teams will have cumulative scoring through round robin play, meaning after 3 games, teams will be ranked 1-16. After completion of round robin play, Teams 1-4 will proceed to Pool A, Teams 5-8 will proceed to Pool B, Teams 9-12 will proceed to Pool C, and Teams 13-16 will proceed to Pool D.

The standings to move teams into pools will be determined utilizing the following:

1	Most Points	The team with the most points from Round Robin games advances first.
2	Goal Percentage (Quotient)	If still tied, the team with the highest goal percentage will advance $(GF/(GF+GA))$
3	Fewest Penalty Minutes	If still tied, the team with the fewest penalty minutes during Round Robin play will advance. (Tied teams only)
4	Head-to-Head	In case of a tie between two teams, the team having won the game between each other will advance.

5	Fewest Goals Against	If still tied, the team with the fewest goals against during Round Robin play will advance. (Tied teams only)
6	Total Goals Scored	If still tied, the team with the most goals scored during Round Robin play will advance. (Tied teams only)
7	Coin Toss	If still tied, then a single flip of a coin by the Tournament Director will determine the team to advance. (Tied teams only)

Tie-Breaking Procedures for Final Games

All games must be completed within their permit ice times stated above. There will be no tie breaker during round robin.

If the Playoff & Final games are tied at the end of regulation time, there will be an NHL style sudden-victory over-time three on three for 3 minutes, RUN time (ie, no clock stoppages). If there is no goal within that 3 minutes, there will be a shoot-out to break the tie (see below).

Shoot Out Rules

- Each team will select 3 shooters and each player will take one shot each on the opposing goalie. The shots will alternate from team to team.
- Each shot will begin with the puck at centre ice, and the player will start their shot at the sound of the referee's whistle.
- The ice will not be re-surfaced prior to the shootout.
- Teams will not change ends for the shootout.
- The Home Team has the option to shoot either first or second.
- The goaltender may be changed before the start of the shootout.
 - Once the shootout begins, the goaltender cannot be replaced unless injured. If the goaltender is replaced due to injury, no warm-up is permitted for the substitute goaltender.
- Upon completion of the three-player shootout, the team with the most goals wins.
- If tied after the initial three players from each team have taken their shots, teams will continue to alternate players to take a shot on a "sudden-victory" basis until the tie has been broken. Sudden victory is achieved by each team sending one additional shooter; should one team score and the other not, a winner will be declared. If both shooters score or both shooters miss, then each team will send another shooter to participate until one team has scored and one has not.
- No player may be selected to be a shooter a second time until all players have had an opportunity to shoot once. It is the timekeeper's responsibility to place a check beside each shooter as they shoot during the shootout.

- Regardless of the number of goals scored during the shootout, the final score recorded for the game will give the winning team only one goal more than its opponent.

Player Awards & Medal Presentation:

- Coaches will choose an opposing player to receive the game award for MVP and Heart and Hustle
 - These will be noted on the sheet in the time clock booth for later reference by selecting coaches.
- Game MVP and Heart and Hustle will be awarded immediately following all games
 - If time does not permit, these may be presented off-ice.
- Tournament medals: Gold & Silver Medals will be awarded to the tournament finalists, however a team Banner will be awarded to each of the 4 Pool Winners immediately following Final games.
 - Players will line up on the blue line.
 - Coaches will present the MVP, Heart and Hustle awards and tournament medals.
 - Teams are welcome to line-up for a team photo, in interest of time, we ask that one parent is designated per team as a photographer.

6. GAME SHEET MANAGEMENT

- Game sheets will be done electronically using the following website <https://games.teamlinkt.com/>
- Internet is required to load and start the game sheet and at the end to submit the game sheet. It is not required during the game. We suggest loading your gamesheet 15-30 minutes before the game start.

Your Game ID and Code # is available in the event details of the TeamLinkt App no earlier than 24 hours before your game.

- Instructions will be printed and left in the scorebox and sent out via email.
- The Tournament Committee will enter all of the game sheets into the Hockey Calgary website.
- Paper game sheets will only be used as a back up if necessary. If used please take a picture at the end and email to crowchildchallenge@nwwarriorshockey.com

<https://help.teamlinkt.com/en/articles/8349286-digital-gamesheets-help-resources>

7. VENUE & LOCATION INFORMATION

Our Crowchild Twin Arena (CTA) is located in NW Calgary. For those requiring blade sharpening throughout the weekend, Calgary Blades skate shop is located within the CTA Red arena, and will be open at points throughout the weekend.

Brentwood Sportsplex is also located in NW Calgary, about 5 minutes farther south on Crowchild Trail. Select tournament games will also be played at West Hillhurst Community Association: 1940 6 Ave NW, Calgary.

In order to minimize the congregation of parties in the hallways leading to the locker rooms, only players, coaches, dressing room supervisors, and tournament volunteers should be using the locker rooms and hallways.

Facility Rules:

- Please show kindness and respect toward employees, volunteers, and visitors.
- All exits, corridors and common areas must be kept clear of equipment, including hockey bags, and other objects that could interfere with accessibility and/or orderly evacuation.
- Pre-game warm ups (e.g., running, calisthenics, stair-climbing) in the stands, on header trenches or in the lobby/common areas is prohibited.

Please feel free to use the surrounding space at the exterior of the arenas for your warm ups. For teams looking for more space for warm-ups, there is a grass field across the street from CTA (to the North), and there are fields surrounding the Brentwood Sportsplex that you are welcome to use.

- Shooting of pucks, balls, or other objects in the lobby/common areas is prohibited.
- Groups/Individuals are responsible for any damage they cause to the facility.
- Tournament volunteers and facility staff will not be responsible for any lost or stolen equipment.

8. EMERGENCY ACTION PLAN

If there is an emergency, call 9-1-1 and have someone make contact with Facility Staff. If the fire alarm sounds, stop your activity and be prepared to evacuate. Please observe emergency exits and muster stations upon arrival.

Facility Contact(s)

Crowchild Twin Arenas 185 Scenic Acres Dr NW Calgary, AB T3L 1L4 Phone 403-239-0171	Brentwood Sportsplex 1520B Northmount Dr NW Calgary, AB T2L 0G6 Phone 403-284-3477
West Hillhurst Community Association 1940 6 Ave NW Calgary, AB T2N 0W3 Phone 403-283-0464	

Tournament Issues/Escalations Contact(s)

Morgan Bint (Head Coach NWW) 403-816-9529

Crystal Cote (Team Manager NWW) 403-923-9392

Jessica Renney (NWW) 403-862-3933

First Aid Stations

Please see posted signs for First Aid locations and/or see the front Volunteer table (set up at Crowchild Twin Arena through the weekend).

Nearest Emergency Department

There is a 24/7 emergency department located within 10 minutes of each arena, at the Alberta Children's Hospital: 28 Oki Drive NW, Calgary, AB T3B 6A8.

9. FINAL WORD

We recognize and encourage the players to bring The Heart & Bring The Heat. While energy on the ice is exciting, let's all remember the kids are here to safely participate in a sport they love! Respectful and appropriate conduct on and off the ice is expected by players, coaches, fans and spectators alike. Let's have fun!

Finally, thank you to all for coming and participating in our annual Crowchild Challenge!