

2025 HARRINGTON INVITATIONAL TOURNAMENT

44th ANNUAL

NOBLES DIVISION

NOBLE & GREENOUGH SCHOOL
BUCKINGHAM BROWNE & NICHOLS
LAWRENCE ACADEMY
WESTMINSTER SCHOOL

MILTON DIVISION

MILTON ACADEMY
ST. MARK'S SCHOOL
ST. PAUL'S SCHOOL
WILLISTON-NORTHAMPTON SCHOOL

FRIDAY, DECEMBER 19, 2025, FLOOD RINK, NOBLE & GREENOUGH

Game 1	9:30	BB&N vs. Nobles
Game 2	11:30	Lawrence vs. Westminster
Game 3	1:30	Milton vs. St. Paul's
Game 4	3:30	St. Mark's vs Williston
Game 5	5:30	Westminster vs. Nobles
Game 6	7:30	BB&N vs Lawrence

SATURDAY, DECEMBER 20, 2025, ROBERTS RINK, MILTON

Game 7	8:30	St. Mark's vs. Milton
Game 8	10:30	St. Paul's vs Williston
Game 9	12:30	Nobles vs. Lawrence
Game 10	2:30	Westminster vs BBN
Game 11	4:30	Williston vs. Milton
Game 12	6:30	St. Paul's vs St. Mark's

SUNDAY, DECEMBER 21, 2025, FLOOD RINK, NOBLE & GREENOUGH

Game 13	8:00	7 th Place Game - 4th Milton vs. 4th Nobles
Game 14	10:00	5 th Place Game 3rd Milton vs. 3rd Nobles
Game 15	12:00	3 rd Place Game - 2 nd Milton vs. 2nd Nobles
Game 16	2:00	Championship Game - 1st Milton vs. 1st Nobles

1. The team listed second is the home team and wears dark jerseys.
2. NCAA rules are used throughout the tournament, but each game consists of three 15-minute periods. Minor penalties are 1:45, majors are 4:00, and misconducts are 7:30. The ice will be resurfaced after each period. Teams will warm up 8 minutes before each game begins. As soon as both teams leave the ice after a period is over, the game clock will be set to 12 minutes.
3. The winner of each round robin game receives two points in the standings. A tied round robin game has one 5-minute overtime, for which the teams change ends. If an overtime game remains tied, each team receives one point. However, in order to determine a head to head winner for

tiebreaking purposes, there will be a best of five shootout in which the visiting team will shoot first.

4. After the round robin portion of the tournament is completed, the final standings will be determined as follows:
 - a. The team with the most points (2 points for a win and 1 point for a tie) takes the higher standing.
 - b. If two teams are tied in points, the team that won the head to head game or the shootout takes the higher standing.
 - c. If three teams are tied in points, the team with the best goal differential (goals for minus goals against) in its round robin games against the other tied teams takes the higher standing. Then the tiebreaking procedure reverts to b above.
 - d. If c is tied, the team that allowed the fewest goals in its round robin games against the other tied teams takes the higher standing. Then the tiebreaking procedure reverts to b above.
 - e. If d is tied, the team that scored the most goals in its round robin games against the other tied teams takes the higher standing. Then the tiebreaking procedure reverts to b above.
 - f. If e is tied, the team with the best goal differential (goals for minus goals against) in its three round robin games takes the higher standing. Then the tiebreaking procedure reverts to b above.
 - g. If f is tied, the team that allowed the fewest goals in its three round robin games takes the higher standing. Then the tiebreaking procedure reverts to b above.
 - h. If g is tied, the team that scored the most goals in its three round robin games takes the higher standing. Then the tiebreaking procedure reverts to b above.
 - i. If h is tied, the school whose name is drawn out of a hat takes the higher standing. Then the tiebreaking procedure reverts to b above.

5. On Sunday, each team plays the team from the other division that finished in the corresponding round-robin position. If the seventh-place, the fifth-place, or the third-place game ends in a tie, the teams will play one 5-minute overtime, for which the teams change ends. If a game remains tied, there will be a best of five shootout in which the visiting team will shoot first. If the Championship game ends in a tie, the teams will play a 5-minute overtime, for which the teams will change ends. If the game remains tied, the teams will play a 5-minute 4 on 4 overtime, for which the teams will change ends. If the game still remains tied, the teams will play a 5-minute 3 on 3 overtime, for which the teams will change ends. If the game still remains tied, there will be a best of five shootout in which the visiting team will shoot first.

6. Every tournament game will count as an official NEPSGIHA game. Any game that is tied after one 5-minute overtime will count as a tied NEPSGIHA game.

7. If any best of five shootout ends in a tie, the teams will enter a sudden-death round to determine a shootout winner. Players from the first shootout round may go again in the sudden-death round. Any player serving a penalty in overtime that has not expired when the overtime ends is ineligible for the shootout. Any player injured during the shootout may be replaced but may not re-enter the shootout. Goalies may be substituted, but no warm-up time is permitted.