# 2024 HARRINGTON INVITATIONAL TOURNAMENT 43rd ANNUAL

#### NOBLES DIVISION

### **MILTON DIVISION**

NOBLE & GREENOUGH SCHOOL LAWRENCE ACADEMY WESTMINSTER SCHOOL WILLISTON-NORTHAMPTON SCHOOL MILTON ACADEMY BUCKINGHAM BROWNE & NICHOLS ST. MARK'S SCHOOL ST. PAUL'S SCHOOL

## FRIDAY, DECEMBER 20, 2024, ROBERTS RINK, MILTON

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

# SATURDAY, DECEMBER 21, 2024, FLOOD RINK, NOBLES

Game 7	8:30	Westminster (Away) vs. Nobles (Home)
Game 8	10:30	Lawrence (Away) vs. Williston (Home)
Game 9	12:30	St. Mark's (Away) vs. BB&N(Home)
Game 10	2:30	Milton (Away) vs. St. Paul's (Home)
Game 11	4:30	Williston (Away) vs Nobles (Home)
Game 12	6:30	Westminster (Away) vs Lawrence (Home)

## SUNDAY, DECEMBER 22, 2024, ROBERTS RINK, MILTON

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

- 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 2:00, majors are 5:00, and misconducts are 10:00. 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 sudden death 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 tie-breaking 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. If one team is eliminated, the tie-breaking 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. If one team is eliminated, the tie-breaking procedure reverts to b above.
  - e. If d is tied, the team that scores the most goals in its round-robin games against the other tied teams takes the higher standing. If one team is eliminated, the tie-breaking 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. If one team is eliminated, the tie-breaking 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. If one team is eliminated, the tie-breaking procedure reverts to b above.
  - h. If g is tied, the team that scores the most goals in its three round-robin games takes the higher standing. If one team is eliminated, the tie-breaking procedure reverts to be above
  - i. If h is tied, the school whose name is drawn out of a hat takes the higher standing. The tie-breaking procedure reverts to b above to break the tie between the remaining two teams.
- 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 sudden death 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 sudden death overtime, for which the teams will change ends. If the game remains tied, the teams will play a second 5-minute sudden-death overtime. 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 sudden death 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.