



19U Division

DATE	TIME	Rink	TEAM Home	TEAM Visitor
10/30/2020	8pm -10pm	A	19U Team Wisconsin	19U Madison Capitols
10/31/2020	9:15am-11:15am	B	19U Milwaukee Jr. Ad	19U Madison Capitols
10/31/2020	2:15pm-4:15pm	B	19U Team Wisconsin	19U Milwaukee Jr. Ad
10/31/2020	8:15pm-10:15pm	B	19U Madison Capitols	19U Team Wisconsin
11/1/2020	8:15am-10:15am	A	19U Madison Capitols	19U Milwaukee Jr. Ads
11/1/2020	2:15pm-4:15pm	B	19U Milwaukee Jr Ad	19U Team Wisconsin



16U Division

DATE	TIME	Rink	TEAM Home	TEAM Visitor
10/30/2020	6:00pm-8:00pm	A	16U Madison Capitols	16U Milwaukee Jr. Ad
10/30/2020	6:15pm-8:15pm	B	16U Team Wisconsin	16U Team Illinois
10/31/2020	11:00am-1:00pm	A	16U Team Illinois	16U Madison Capitols
10/31/2020	11:15am-1:15pm	B	16U Team Wisconsin	16U Milwaukee Jr. Ad
10/31/2020	6:00pm-8:00pm	A	16U Madison Capitols	16U Team Wisconsin
10/31/2020	6:15pm-8:15pm	B	16U Milwaukee Jr. Ad	16U Team Illinois
11/1/2020	10:00am-12:00pm	A	16U 3rd Rank	16U 4th Rank
11/1/2020	10:15am-12:15pm	B	16U 1st Rank	16U 2nd Rank



14U Division

DATE	TIME	Rink	TEAM Home	TEAM Visitor
10/30/2020	8:15pm-10:15pm	B	14U Milwaukee Jr Ad	14U Madison Capitols
10/31/2020	9:00am-11:00am	A	14U Team Wisconsin	14U Madison Capitols
10/31/2020	2:00pm-4:00pm	A	14U Milwaukee Jr. Ad	14U Team Wisconsin
10/31/2020	8:00pm-10:00pm	A	14U Madison Capitols	14U Milwaukee Jr Ad
11/1/2020	8:00am-10:00am	B	14U Madison Capitols	14U Team Wisconsin
11/1/2020	12:00pm-2:00pm	B	14U Team Wisconsin	14U Milwaukee Jr. Ad



How it Works

SCORING FORMAT (9 points per game possible):

- *3 points for Win in regulation
- *2 points for Win in overtime or Shootout
- *1 point for loss in overtime or Shootout
- *0 points for loss
- *2 points for each period won
- *1 point for periods ending in a tie

TIEBREAKERS:

- 1) In Head-to-Head games of teams tied:
 - a) Standings – Most points.
 - b) Most wins
 - c) Differential – Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus. NOTE: A maximum of 6-goal differential shall be used.
 - d) Quotient – Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for”.
 - e) Most periods won.
- 2) If a tie still exists, use the above criteria for ALL games played.
- 3) If a tie still exists, the quickest first goal scored in ALL games played will be used.



Rink Policies

- Rink Protocol
 - Skaters are not allowed in rink until 15 minutes prior
 - Goalies are allowed in 30 minutes prior
 - 2 Parents are allowed in at game time
 - No Siblings
 - Temp Checks will be performed at the door
 - Face coverings must be worn
 - Locker Rooms will be provided for skaters to get skates, helmets and gloves on
 - Skaters are encouraged to get dressed outside

Game Format

- 5 minute warmup
- 17 minute Periods
- 1.5 minutes between Periods
- Ice resurfaced between 2nd and 3rd Period
- Tie - 1x5 minute sudden death overtime
- Shootout - shooter can only be used once - 3 shooters selected at the end of OT