



Tournament Handbook

2025 Goal Digger Dangle Nov 28-30
U15 NBC tier 2

WELCOME

On behalf of the tournament organizing committee, welcome to the 2025 Goal Digger Dangle hosted by the Northwest Warriors U15 NBC tier 2 blue.

We hope that all players, coaches and their families have a fun filled and safe weekend of hockey. In this tournament package, you will find our 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. Packages are available at the Registration Table located in the main foyer (up the stairs) at Vulcan arena.

You will also be asked to CHECK YOUR ROSTER prior to each game. Please mark affiliates and absent players. Game sheets will be provided.

3. GENERAL INFORMATION

Our tournament will feature a player board, sucker pull, raffle for Costco card, 50/50, chuck a puck, tourney keepsakes, and medals!

Cash, debit, and credit are accepted. Note that there is no cash machine on the premises. You do not need to be present to win, but you need to be around on Sunday for you or your representative to claim your prize. 50/50 winnings will be sent via etransfer within one week of the tournament's conclusion. Draws will be held between the bronze and gold final games on Sunday.

The chuck a puck will take place twice on Saturday between games 3 and 4 and games 5 and 6. You may purchase pucks Friday evening or Saturday.

The tournament coordinator for the Northwest Warrior Team is Kristin Donegan. The tournament host can be found at the registration table. Should you have questions or concerns during the tournament you can contact Kristin at 403-831-3091.

4. PARTICIPATING TEAMS



TOURNAMENT HANDBOOK

5. TOURNAMENT FORMAT & GAME SCHEDULE

Teams will play 3 round robin games, followed by finals on Sunday.

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

GAME	HOME	AWAY	START	END
Friday, November 28, 2025				
1	NWW Blue	GHC Flyers	7:15 pm	8:30 pm
2	SEERA Stealth	MH Royals	8:45 pm	10:00 pm
Saturday, November 29, 2025				
3	MH Royals	GHC Flyers	9:15 am	10:30 am
4	SEERA Stealth	NWW Blue	10:45 am	12:00 pm
5	NWW Blue	MH Royals	4:45 pm	6:00 pm
6	GHC Flyers	SEERA Stealth	6:15 pm	7:30 pm
Sunday November 30, 2025				
7	Bronze Medal Game		8:30 am	10:00 am
8	Gold Medal Game		10:45 am	12:15 am

6. 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.

Player Eligibility:

- All teams must be registered with Hockey Canada and only registered and approved affiliates for your team may be used.
- No players will be allowed to play without all mandatory equipment.

Format:

- Each team will play 3 round robin games and 1 final game.

Officials:

- Decisions made by the referees are final. There will be zero tolerance for any referee abuse.

Volunteers:

- **The HOME team will be required to provide Off-Ice Officials (volunteers) for the following roles: Penalty Box Attendant (Home Box); Clock & Music, if desired**
- **The VISITING team will be required to provide Off-Ice Officials (volunteers) for the following roles: Penalty Box Attendant (Visitor Box); Scorekeeper**
- Each team must have appropriate volunteers always present with the players in the locker room, per Hockey Calgary guidelines.
- The Tournament Hosts can assist with your volunteers on running the clock and speaker system, as well as will have each game sheet ready at the front check-in prior to the game. **Game sheets are to be returned to the front check-in promptly after the game.** See below for further details.

Pre-Game and Post-Game:

- 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 given to teams if they miss the warmup. Please bring a set of warm-up pucks for your games as no pucks will be provided.
- At the end of the game following the handshakes players are to remain on the ice (take a knee on their respective blue line) for the awarding of the Player of the Game and Heart & Hustle Awards.
- Players must take their equipment directly from the dressing room to their vehicles and not leave it in the arena foyer. The Goal Digger Dangle tournament and Vulcan Arena will not be responsible for any lost or stolen equipment.

Length of Game:

- All games are stop time.
- No time outs permitted.
- Players will not leave the ice between periods.
- ROUND ROBIN games will operate as follows:
 - 75 minutes: 3 minute warm up; game play (15-15-15)
 - Games are not to exceed the Ice Time. If undue delays occur for any reason and the game cannot be completed within the ice time, the following procedure will be followed:

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- At the first stoppage of play when the time reaches five (5) minutes left on the permit, the timekeeper will be responsible for alerting the Officials in this situation. Officials will notify each team's head coach.
- At this stoppage in play the clock will be reset to two (2) minutes and the remainder of the game completed with stop time.
- Player Awards (outlined below)

- **FINAL** games will operate as follows within the 90-minute time slot:

- 3 mins Warm Up
- Game Play (15-15-15); shoot-out where required
- Player Awards (POG, Heart & Hustle, outlined below) & Medal Presentation
- Team Photos on the ice
- Ice slots are 90 minutes in length but will be played as 75 minutes. The additional 15 minutes allow for overtime and a shoot out, if required.

Injury Time Outs:

- 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.

Tie-Breaking Procedures

In the event of a tie in standings between three or more teams after Round Robin play, the standings will be determined as listed below. Use this process until one team can be promoted.

1	Most Points	The team with the most points from Round Robin games advances first.
2	Head-to-Head	In case of a tie between two teams, the team having won the round robin game between the two tied teams will advance.
3	Best Goal Average	<p>If still tied, the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:</p> <p>NOTE: ALL round-robin games are included.</p> <p>Example: For = 10 goals Against = 4 Goals Percentage: $10/(10+4) = 10/14 = 0.714$</p> <p>NOTE: the highest percentage gains the highest position</p>

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4	Fewest Goals Against	If still tied, the team with the fewest goals against during Full Round Robin play will advance. (Tied teams only)
5	Total Goals Scored	If still tied, the team with the most goals scored during Full Round Robin play will advance. (Tied teams only)
6	Fewest Penalty Minutes	If still tied, the team with the fewest penalty minutes during Full 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 Final games on Sunday are tied at the end of regulation time, there will be an NHL style sudden victory overtime three on three for 3 minutes, run time. If there is no goal within 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. However, 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.
- If shoot out extends past 3 players, teams must go through roster before repeating a shooter.

Player Awards & Medal Presentation:

- Coaches will choose a player to receive the game award for POG and Heart & Hustle (select for their own team)
- Heart & Hustle and POG awards will be awarded immediately following all games
 - If time does not permit, these may be presented off-ice.
- Tournament medals (Bronze, Silver, Gold) will be awarded immediately following Final games.
 - Players will line up on the blue line.
 - Coaches will present the POG, Heart & Hustle awards and tournament medals.
 - Teams are welcome to line-up for a team photo, in the interest of time, we ask that one parent is designated per team as a photographer.

6. GAME SHEET MANAGEMENT

- Game sheets will be provided by the Tournament Committee.
- Team Managers will submit game sheets to the Tournament Committee following the game.
- The white game sheet will remain with the Tournament Coordinators and the teams will receive electronic copies of the game sheets for their team stats.
- The Tournament Committee will enter all of the game sheets into the Hockey Calgary website.
- Managers outside of Hockey Calgary can obtain a copy for their respective leagues and take a picture once they have been submitted to the Tournament Coordinator.

7. VENUE & LOCATION INFORMATION

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.
- No floor hockey in the building
- Teams must STAY OFF the ice until the zamboni gates are CLOSED

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.

We encourage all teams to pre-order at the concession if your team will be eating on site. Other places to eat in Vulcan include:

Amy's Restaurant
120 Service Road
403 485-2222

Nine in a Line Brewery
119 1st Ave
403-486-8815

Market St. Deli
121 First St. South
403-485-6955

New Club Cafe Restaurant
124 Center St.
403 485-2030

Meals in Minutes Catering
mealsinminutesvc@gmail.com

Mamas Pizza – 403-4856367

Teams are encouraged to contact the Curling Club as they may rent their space out to teams at a very reasonable price. Catering for team meals at the curling club may be provided by the club's concession or Meals in Minutes catering.

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 activity and be prepared to evacuate. Please observe emergency exits and muster stations upon arrival.

Vulcan Community Health Center

610 Elizabeth Street S

Vulcan, Alberta

Phone: 403-485-3333 (Switchboard)

First Aid Stations

Please see posted signs for First Aid locations and/or see the front Volunteer table.

9. FINAL WORD

We recognize and encourage the players to bring their passion for the game. While energy on the ice is exciting, let's all remember the kids are here to safely participate in a sport they love. Therefore, respectful and appropriate conduct on and off the ice is expected by players, coaches, fans and spectators alike. **Let's have fun!**