

## 2023/2024 SHAMROCK SEASON STRUCTURE – TIER 1 & TIER 2 B/C DIVISION (U11 to U18)

### PRE-SEASON (5 WEEKS) – August 28, 2023, to October 1, 2023

- Pre-Season Skates
- Development
- Exhibition Games
- Tryouts

### REGULAR SEASON (18 WEEKS) – October 2, 2023, to February 11, 2024

Divisions will be structured pending the number of teams in the Division.

# of Teams	# of Games	
6	25	5 Games vs Each Opponent
7	24	4 Games vs Each Opponent
8	28	4 Games vs Each Opponent
9	24	3 Games vs Each Opponent
10	27	3 Games vs Each Opponent

### **Regular Season Structure General Notes (18 Weeks)**

- A minimum of 24 games will be played in each Division, to a maximum of 28 games.
- U11 to U15 Regular Season will commence on October 2, 2023.
- U18 Regular Season will commence on October 6, 2023.
- If even number of games is applicable to the # of games, then an equal number of home and away games will be scheduled.
- If an odd number of games is applicable to the # of games, then the schedule will be structured to be balanced. Teams will have either one additional away game or one additional home game but will play the same number of overall regular season games.
- Tier 1 & Tier 2 will be comprised of ALL B & C Associations 1<sup>st</sup> Selection Representative Teams.
- Regular Season 1: Every Team will play all other teams in the Tier 1 and Tier 2 Division once.
- Standings from Regular Season 1 will determine placement into Tier 1 or Tier 2 for Regular Season 2.
- Teams placed in Tier 1 or Tier 2 will remain in these Divisions for Shamrock Playoffs and compete for qualification to the respective OMHA Championship Tournament via the Shamrock Playoffs.
- Review of additional movement between Tiers will be at the discretion of the Shamrock League Executive under the guidance of OMHA.
- No Curfew.
- Where ice time for a game has evaporated due to things such as equipment failure, injury in an earlier game, etc. The process of OMHA Reg. 10.3 will be followed to get them game in while the players are at the arena to mitigate re-scheduling and the travel involved.
- No Overtime in regular season.
- Each Team is allowed One (1) Time Out Per Game.
- Christmas Break: December 24, 2023, to January 1, 2024.
- March Break: March 9, 2024, to March 15, 2024.

**SHAMROCK PLAY-OFF – ROUND ROBIN (4 WEEKS) – February 12, 2024, to March 8, 2024**

***Regular Season Division will be separated into Pool A & Pool B based on the Regular Season Standings:***

Pool A: 1, 3, 5, 7, 9....

Pool B: 2, 4, 6, 8, 10, .....

***Each Pool will play a Home & Home Round Robing or a Single Round Robing Game pending on the number of teams in each pool:***

- If 3 Teams in Pool, Double Home & Home – 6 Games
- If 4 Teams in Pool, Home & Home – 6 Games
- If 5 Teams in Pool, Home & Home – 8 Games

**Shamrock Play-Off Structure General Notes (4 Weeks)**

- A minimum of 6 games will be played for each team.
- No Curfew
- Where ice time for a game has evaporated due to things such as equipment failure, injury in an earlier game, etc. The process of OMHA Reg. 10.3 will be followed to get them game in while the players are at the arena to mitigate re-scheduling and the travel involved.
- No Overtime Shamrock Play-off Round Robin
- Tie Breaker Rule as per Shamrock Rules of Operation (see below).
- Game Length/Format will be same as regular season.

## **SHAMROCK FINALS (1 WEEK) – March 16, 2024, to March 22, 2024**

3 Game (4 Point) Final Series will be played as per the direction of the OMHA. The Final Series will determine what team(s) qualify of the OMHA Championship Tournament. Refer below to the possible Series' pending the number of teams from each Division/Tier Shamrock League will be allowed to qualify for the tournament. OMHA will determine and notify how many teams are eligible to qualify in each Division/Tier.

### **If one (1) Team Qualifies from Division/Tier:**

Winner of Pool A vs Winner of Pool B: Winner of Series is Shamrock Champion and qualifies for OMHA Championship Tournament.

### **If two (2) Teams Qualify from Division/Tier:**

Winner of Pool A vs Winner of Pool B

Both Teams will qualify for OMHA Championship – Series is played for Shamrock Champion and Seed 1 & 2.

### **If three (3) Teams Qualify from Division/Tier:**

Winner of Pool A vs Winner of Pool B

Both Teams will qualify for OMHA Championship – Series is played for Shamrock Champion and Seed 1 & 2.

2<sup>nd</sup> in Pool A vs 2<sup>nd</sup> in Pool B

Winner of Series qualifies from the OMHA Championship Tournament.

### **If four (4) Teams Qualify from Division/Tier:**

Winner of Pool A vs Winner of Pool B

Both Teams will qualify for OMHA Championship – Series is played for Shamrock Champion and Seed 1 & 2.

2<sup>nd</sup> in Pool A vs 2<sup>nd</sup> in Pool B

Both Teams will qualify for OMHA Championship – Series is played for Seed 3 & 4.

Shamrock Final Awards will be awarded to the Shamrock League Champion and the Runner-Up Only.

### **Final Series Format:**

3 Game (4 Point) Series – as directed by OMHA.

Home Ice Advantage will be awarded to the team that finished highest in the Regular Season

No Curfew

Where ice time for a game has evaporated due to things such as equipment failure, injury in an earlier game, etc. The process of OMHA Reg. 10.3 will be followed to get them game in while the players are at the arena to mitigate re-scheduling and the travel involved.

1 – 30 Second Time per team/game

Games 1, 2, & 3 will have one (1) 10-minute Sudden Victory Overtime Period if tied at the end of Regulation.

Teams that are not playing for in a Shamrock Final Series will be placed in a Consolation Round following a similar format to the Final Series. These teams are not eligible for qualification to the OMHA Championship. These games can be played up to March 31<sup>st</sup>, 2024.

- Next Highest Ranked Remaining Team in Pool A vs Same Ranked Team from Pool B.
- If there are an odd number of teams remaining, then a Single Game Round Robin Series will be played.
- Shamrock will not be providing awards or plaques for the Consolation Round.

**If in Game 3, the teams are tied in points at the conclusion of the regulation and one (1) overtime sudden victory period then the following is applicable:**

**When Overtime and/or a Shoot Out is required in Game 3 of the 4-point series.**

**As per OMHA Rule 9.1, every game must include at least one overtime period to be considered a complete game. Game 3 will have Two (2) Additional Sudden Victory Overtime Periods and a Shootout to determine a winner if necessary.**

**Example 1:**

- Team A Wins Game 1 at the end regulation and/or one overtime = they would receive 2 points
- Team A & Team B Tie Game 2 at the end regulation and/or following one overtime - each team would receive 1 point.
- At the Start of Game 3, Team A has 3 points and Team B has 1 point.

**Game 3 Possible Scenarios for Example 1:**

- If Team A wins in regulation or at the end of 1 overtime period – Team A wins the series with 5 points (Team A 5 Points – Team B 1 Point)
- If Team A and Team B are tied at the end of regulation and the 1 overtime period – Team A wins the series with 4 points (Team A 4 Points – Team B 2 Points)
- If Team B wins in regulations or in the 1 overtime period – then the series would be considered tied at 3 points each. This would then require the Two Additional Sudden Victory Overtime Periods and a Shootout to determine a winning of the series. If a either team scores in the either of the Two Additional Sudden Victory Overtime Periods, the game is over and the team that scored is the winner of the series. If neither team scores in the Two Additional Sudden Victory Overtime Periods, then the shootout would be completed to determine the Series Winner.

**Example 2:**

- Team A & Team B Tie Game 1 at the end of regulation and one overtime – each team would receive 1 point.
- Team A & Team B Tie Game 2 at the end of regulation and one overtime – each team would receive 1 point.
- At the Start of Game 3, Team A has 2 points and Team B has 2 points.

**Game 3 Possible Scenarios for Example 2:**

- If Team A or Team B wins in either regulation or at the end of 1 overtime period – the winning team would win the series. (Winning Team has 4 points – Losing Team has 2 points)
- IF Team A and Team B are tied at the end regulation and 1 overtime period – the series would still be considered tied at 3 points each. This would then require the Two Additional Sudden Victory Overtime Periods and a Shootout to determine a winning of the series. If a either team scores in the either of the Two Additional Sudden Victory Overtime Periods, the game is over and the team that scored is the winner of the series. If neither team scores in the Two Additional Sudden Victory Overtime Periods, then the shootout would be completed to determine the Series Winner.

**Shootout Required:**

If there is no winner following the Sudden Victory Periods as noted above for Game 3 only, then the following shootout rules will apply:

- 3 – players shoot following overtime periods
- The 3 players are selected at the conclusion of overtime are to start.
- Shooters will alternate, with the home team electing to shoot first or second.
- If a winner is not determined after the 3-player shootout the remaining eligible players will shoot one at a time until a winner is declared.
- No player can repeat until all eligible players of the team with the least eligible players have taken one attempt.
- Once all eligible players of the team with the least eligible players have taken one attempt any shooter can be selected.
- An ejected/suspended player or a player with an unexpired penalty at the end of overtime is not eligible to shoot.
- Shoot out continues until a winner is determined.

**Tie-Break Rules:**

The league from time to time must determine placement of teams in the standings who have equal points. Therefore, the League will use the following to further determine placement by using head-to-head matchups between the teams tied only based on the following in order:

- # of Wins (Regular Season or Playoff Pool Play)
- Head-to-Head Outcome(s) (Regular Season or Playoff Pool Play)
- Using a calculation “Total Number of Goals for divided by the Total Number of Goals for and Against.”
- Using a calculation of “Goals For” plus “Goals Against” divided by “Goals For.”

**Game Length:****Tier 1/Tier 2/Tier 3**

- U11: 10-10-15 (No Flood)
- U13: 10-15-15 (No Flood)
- U15: 10-15-15 (Flood between 2<sup>nd</sup> & 3<sup>rd</sup> period)
- U18: 15-15-19 (Flood between 2<sup>nd</sup> & 3<sup>rd</sup> period)
- Ice Times are to be provided as per OMHA Reg 10.2.b. as a minimum.
- No Curfews as per OMHA Reg 10.3
- A 3-minute warm-up will be in effect for all games at all levels.

## Referees

Tier 1/Tier 2/Tier 3:

- Referees for all games must be carded as per OMHA rules for the respective age Divisions.
- U11 to U13 – Two Man System is required as a minimum.
- U15 – Three Man System is to be used.
- U18 – Three Man System is to be used. (A Four Man System is highly recommended).
- As per Reg 18.5, Note 2: OMHA Officials shall not officiate in a “one official” system.

## Restrictions on Tournament Participation

That the following apply to Tournament Participation for the ***Shamrock A Division Teams Only:***

- Teams be allowed to attend a maximum of 3 Tournaments during the windows of time provided for league play and league playoffs. (International Silver Stick excepted).
- The League will provide no restriction on the number of Tournaments attended by teams outside of the windows of time provided for league play and league playoffs (Pre-Season, Christmas Break and March Break – if the league elects to Black Out March Break), noting that the OMHA and Centres may have more restrictive regulations that apply to each team.

## **2023/2024 SHAMROCK SEASON STRUCTURE – TIER 3 D DIVISION (U11 to U18)**

### **PRE-SEASON (5 WEEKS) – August 28, 2023, to October 1, 2023**

- Pre-Season Skates
- Development
- Exhibition Games
- Tryouts

### **REGULAR SEASON (18 WEEKS) – October 2, 2023, to February 11, 2024**

Divisions will be structured pending the number of teams in the Division.

<b># of Teams</b>	<b># of Games</b>	
6	25	5 Games vs Each Opponent
7	24	4 Games vs Each Opponent
8	28	4 Games vs Each Opponent
9	24	3 Games vs Each Opponent
10	27	3 Games vs Each Opponent

### ***Regular Season Structure General Notes (18 Weeks)***

- A minimum of 24 games will be played in each Division, to a maximum of 28 games.
- U11 to U15 Regular Season will commence on October 2, 2023.
- U18 Regular Season will commence on October 6, 2023.
- If even number of games is applicable to the # of games, then an equal number of home and away games will be scheduled.
- If an odd number of games is applicable to the # of games, then the schedule will be structured to be balanced. Teams will have either one additional away game or one additional home game but will play the same number of overall regular season games.
- **Tier 3 will be comprised of ALL 2<sup>nd</sup> Selection Representative Teams.**
- **Regular Season 1: Every Team will play all other teams in the Tier 3 Division once.**
- **At the end of Regular Season 1, Shamrock League Executive under the guidance of OMHA will review overall the standings for any potential Re-Seeding that may be required to or from the Tier 2 Division.**
- **Regular Season 2 will commence and scheduled to include all teams in Tier at that time.**
- No Curfew.
- Where ice time for a game has evaporated due to things such as equipment failure, injury in an earlier game, etc. The process of OMHA Reg. 10.3 will be followed to get them game in while the players are at the arena to mitigate re-scheduling and the travel involved.
- No Overtime in regular season.
- Each Team is allowed One (1) Time Out Per Game.
- Christmas Break: December 25, 2023, to January 1, 2024.
- March Break: March 9, 2024, to March 15, 2024.



**SHAMROCK PLAY-OFF – ROUND ROBIN (4 WEEKS) – February 12, 2024, to March 8, 2024**

***Regular Season Division will be separated into Pool A & Pool B based on the Regular Season Standings:***

Pool A: 1, 3, 5, 7, 9.....

Pool B: 2, 4, 6, 8, 10, .....

***Each Pool will play a Home & Home Round Robing or a Single Round Robing Game pending on the number of teams in each pool:***

- If 3 Teams in Pool, Double Home & Home – 6 Games
- If 4 Teams in Pool, Home & Home – 6 Games
- If 5 Teams in Pool, Home & Home – 8 Games

**Shamrock Play-Off Structure General Notes (4 Weeks)**

- A minimum of 6 games will be played for each team.
- No Curfew
- Where ice time for a game has evaporated due to things such as equipment failure, injury in an earlier game, etc. The process of OMHA Reg. 10.3 will be followed to get them game in while the players are at the arena to mitigate re-scheduling and the travel involved.
- No Overtime Shamrock Play-off Round Robin
- Tie Breaker Rule as per Shamrock Rules of Operation (see below).
- Game Length/Format will be same as regular season.

## **SHAMROCK FINALS (1 WEEK) – March 16, 2024, to March 22, 2024**

3 Game (4 Point) Final Series will be played as per the direction of the OMHA. The Final Series will determine what team(s) qualify of the OMHA Championship Tournament. Refer below to the possible Series' pending the number of teams from each Division/Tier Shamrock League will be allowed to qualify for the tournament. OMHA will determine and notify how many teams are eligible to qualify in each Division/Tier.

### **If one (1) Team Qualifies from Division/Tier:**

Winner of Pool A vs Winner of Pool B: Winner of Series is Shamrock Champion and qualifies for OMHA Championship Tournament.

### **If two (2) Teams Qualify from Division/Tier:**

Winner of Pool A vs Winner of Pool B

Both Teams will qualify for OMHA Championship – Series is played for Shamrock Champion and Seed 1 & 2.

### **If three (3) Teams Qualify from Division/Tier:**

Winner of Pool A vs Winner of Pool B

Both Teams will qualify for OMHA Championship – Series is played for Shamrock Champion and Seed 1 & 2.

2<sup>nd</sup> in Pool A vs 2<sup>nd</sup> in Pool B

Winner of Series qualifies from the OMHA Championship Tournament.

### **If four (4) Teams Qualify from Division/Tier:**

Winner of Pool A vs Winner of Pool B

Both Teams will qualify for OMHA Championship – Series is played for Shamrock Champion and Seed 1 & 2.

2<sup>nd</sup> in Pool A vs 2<sup>nd</sup> in Pool B

Both Teams will qualify for OMHA Championship – Series is played for Seed 3 & 4.

Shamrock Final Awards will be awarded to the Shamrock League Champion and the Runner-Up Only.

### **Final Series Format:**

3 Game (4 Point) Series – as directed by OMHA.

Home Ice Advantage will be awarded to the team that finished highest in the Regular Season

No Curfew

Where ice time for a game has evaporated due to things such as equipment failure, injury in an earlier game, etc. The process of OMHA Reg. 10.3 will be followed to get them game in while the players are at the arena to mitigate re-scheduling and the travel involved.

1 – 30 Second Time per team/game

Games 1, 2, & 3 will have one (1) 10-minute Sudden Victory Overtime Period if tied at the end of Regulation.

Teams that are not playing for in a Shamrock Final Series will be placed in a Consolation Round following a similar format to the Final Series. These teams are not eligible for qualification to the OMHA Championship. These games can be played up to March 31<sup>st</sup>, 2024.

- Next Highest Ranked Remaining Team in Pool A vs Same Ranked Team from Pool B.
- If there are an odd number of teams remaining, then a Single Game Round Robin Series will be played.
- Shamrock will not be providing awards or plaques for the Consolation Round.

**If in Game 3, the teams are tied in points at the conclusion of the regulation and one (1) overtime sudden victory period then the following is applicable:**

**When Overtime and/or a Shoot Out is required in Game 3 of the 4-point series.**

**As per OMHA Rule 9.1, every game must include at least one overtime period to be considered a complete game. Game 3 will have Two (2) Additional Sudden Victory Overtime Periods and a Shootout to determine a winner if necessary.**

**Example 1:**

- Team A Wins Game 1 at the end regulation and/or one overtime = they would receive 2 points
- Team A & Team B Tie Game 2 at the end regulation and/or following one overtime - each team would receive 1 point.
- At the Start of Game 3, Team A has 3 points and Team B has 1 point.

**Game 3 Possible Scenarios for Example 1:**

- If Team A wins in regulation or at the end of 1 overtime period – Team A wins the series with 5 points (Team A 5 Points – Team B 1 Point)
- If Team A and Team B are tied at the end of regulation and the 1 overtime period – Team A wins the series with 4 points (Team A 4 Points – Team B 2 Points)
- If Team B wins in regulations or in the 1 overtime period – then the series would be considered tied at 3 points each. This would then require the Two Additional Sudden Victory Overtime Periods and a Shootout to determine a winning of the series. If a either team scores in the either of the Two Additional Sudden Victory Overtime Periods, the game is over and the team that scored is the winner of the series. If neither team scores in the Two Additional Sudden Victory Overtime Periods, then the shootout would be completed to determine the Series Winner.

**Example 2:**

- Team A & Team B Tie Game 1 at the end of regulation and one overtime – each team would receive 1 point.
- Team A & Team B Tie Game 2 at the end of regulation and one overtime – each team would receive 1 point.
- At the Start of Game 3, Team A has 2 points and Team B has 2 points.

**Game 3 Possible Scenarios for Example 2:**

- If Team A or Team B wins in either regulation or at the end of 1 overtime period – the winning team would win the series. (Winning Team has 4 points – Losing Team has 2 points)
- IF Team A and Team B are tied at the end regulation and 1 overtime period – the series would still be considered tied at 3 points each. This would then require the Two Additional Sudden Victory Overtime Periods and a Shootout to determine a winning of the series. If a either team scores in the either of the Two Additional Sudden Victory Overtime Periods, the game is over and the team that scored is the winner of the series. If neither team scores in the Two Additional Sudden Victory Overtime Periods, then the shootout would be completed to determine the Series Winner.

**Shootout Required:**

If there is no winner following the Sudden Victory Periods as noted above for Game 3 only, then the following shootout rules will apply:

- 3 – players shoot following overtime periods
- The 3 players are selected at the conclusion of overtime are to start.
- Shooters will alternate, with the home team electing to shoot first or second.
- If a winner is not determined after the 3-player shootout the remaining eligible players will shoot one at a time until a winner is declared.
- No player can repeat until all eligible players of the team with the least eligible players have taken one attempt.
- Once all eligible players of the team with the least eligible players have taken one attempt any shooter can be selected.
- An ejected/suspended player or a player with an unexpired penalty at the end of overtime is not eligible to shoot.
- Shoot out continues until a winner is determined.

**Tie-Break Rules:**

The league from time to time must determine placement of teams in the standings who have equal points. Therefore, the League will use the following to further determine placement by using head-to-head matchups between the teams tied only based on the following in order:

- # of Wins (Regular Season or Playoff Pool Play)
- Head-to-Head Outcome(s) (Regular Season or Playoff Pool Play)
- Using a calculation “Total Number of Goals for divided by the Total Number of Goals for and Against.”
- Using a calculation of “Goals For” plus “Goals Against” divided by “Goals For.”

**Game Length:****Tier 1/Tier 2/Tier 3**

- U11: 10-10-15 (No Flood)
- U13: 10-15-15 (No Flood)
- U15: 10-15-15 (Flood between 2<sup>nd</sup> & 3<sup>rd</sup> period)
- U18: 15-15-19 (Flood between 2<sup>nd</sup> & 3<sup>rd</sup> period)
- Ice Times are to be provided as per OMHA Reg 10.2.b. as a minimum.
- No Curfews as per OMHA Reg 10.3
- A 3-minute warm-up will be in effect for all games at all levels.

## Referees

Tier 1/Tier 2/Tier 3:

- Referees for all games must be carded as per OMHA rules for the respective age Divisions.
- U11 to U13 – Two Man System is required as a minimum.
- U15 – Three Man System is to be used.
- U18 – Three Man System is to be used. (A Four Man System is highly recommended).
- As per Reg 18.5, Note 2: OMHA Officials shall not officiate in a “one official” system.

## Restrictions on Tournament Participation

That the following apply to Tournament Participation for the ***Shamrock A Division Teams Only:***

- Teams be allowed to attend a maximum of 3 Tournaments during the windows of time provided for league play and league playoffs. (International Silver Stick excepted).
- The League will provide no restriction on the number of Tournaments attended by teams outside of the windows of time provided for league play and league playoffs (Pre-Season, Christmas Break and March Break – if the league elects to Black Out March Break), noting that the OMHA and Centres may have more restrictive regulations that apply to each team.

## TEAM CLASSIFICATION & TIERS – SHAMROCK LEAGUE

For the purpose of planning and scheduling, teams will be placed in the following Tiers/Divisions for the start of the Season.

### **A Division (Major & Minor)**

Dorchester Dragons  
Mt Brydges Cougars  
St Marys Rock  
Strathroy Rockets  
South Oxford Storm  
New Hamburg Huskies  
Norfolk Knights

### **Tier 1 & Tier 2 Division**

ALL B-C-D Centers 1<sup>st</sup> Selection Representative Teams

A Center 2<sup>nd</sup> Selection Teams (If Centre elects to include a 3<sup>rd</sup> Selection Rep Team).

Lambeth Lancers	South Kent Lightning
Mooretown Flags	Wallaceburg Lakers
Petrolia Oilers	East Lambton Eagles
Ilderton Jets	Lucan Irish
Lambton Shores Predators	North Middlesex Stars
South Huron Sabers	Dresden Jr Kings
St Thomas Stars (2 <sup>nd</sup> Entry Rep)	West Lorne Comets

### **Tier 3 Division**

All 2<sup>nd</sup> Entry Rep Teams from A, B, C & D Centers.

All 3<sup>rd</sup> Entry Rep Teams from A Centers (If applicable).

**Movement of Teams between Tiers/Division will be determined by the following Criteria/Process**

- a) 1<sup>st</sup> Selection Representative Teams in Tier 1/Tier 2 requesting to re-classify to Tier 3.
  - The Association must provide written application to the League Executive prior to August 1<sup>st</sup>.
  - The Application should include (but not limited to) the following:
    - The record from the previous two seasons.
    - List of previous two applicable season's roster including statistics for each player if possible.
    - List of previous two applicable season's players that are no longer available to play in the coming season and why. Example: A player has made been selected to a higher-level team or is no longer with the Association.
  - Review of re-classification will take place at the August Shamrock Representative meeting and voted on by the Shamrock Representative and League Executive.
  
- b) 2<sup>nd</sup> Selection Representative Team in Tier 3 requesting to re-classify to Tier 1/Tier 2
  - The Association must provide written application to the League Executive prior to August 1<sup>st</sup>.
  - The application should include (but not limited to) the following.
    - The record from the previous two seasons.
    - List of previous two applicable season's roster including statistics for each player if possible.
    - Rational of why the team under application should be re-classified to Tier 1/Tier 2.
  - Review of re-classification will take place at the August Shamrock Representative meeting and voted on by the Shamrock Representative and League Executive.
  
- c) 1<sup>st</sup> Selection Representative Teams in Tier 1/Tier 2 requesting to play in A Division
  - The Association must provide written application to the League Executive prior to August 1<sup>st</sup>.
  - The Application should include (but not limited to) the following:
    - Confirmation that all players are from the applicable birth year or meet the associations criteria for exceptional player status for minor age players in major divisions.
    - Associations are to note that if confirmed to compete in A Division, there will be no opportunity to re-classify into Tier 1/Tier 2 at any point during the season or playoffs.
  - Review of re-classification will take place at the August Shamrock Representative meeting and voted on by the Shamrock Representative and League Executive.
  
- d) Teams/Associations requesting to participate in a division that the Shamrock Hockey League does not provide must make application to the OMHA. Review and approval for movement to another League will be determined by OMHA Group Structure only.
  
- e) Teams/Associations requesting to participate in the Shamrock Hockey League in a division not provided by their own league must make application to the OMHA. Review and approval for movement to the Shamrock Hockey League will be determined by OMHA Group Structure only.



f) Based on the Shamrock League Seasonal Structure, in season re-classification of teams will be as follows:

- At the completion of Regular Season 1, Teams in Tier 1/Tier 2 will be seeded as per the standings. The top Teams will be placed in Tier 1 and the bottom Teams will be placed in Tier 2. The number of teams in each Tier will be determined by the number of teams in the overall Division.
- At the completion of Regular Season 1, ALL teams in Tier 2 & Tier 3 will also be reviewed by the Shamrock League Executive to determine if additional re-classification may be required in either Tier.
- At the completion of Regular Season 2, All Teams in Tier 1, Tier 2 & Tier 3 will be reviewed by the Shamrock League Executive to determine if additional re-classification may be required in the Tiers.
- A Team's Tier Classification at the end of Regular Season 2 will determine which Tier they will participate in for the OMHA Championship Qualifiers and Tournament.
- Teams may request Re-Classification no later than 10 days prior to the commencement of Regular Season 2, this application must include ALL Games played by the team in the Regular Season, Tournaments, and Exhibition Games. Any exclusions will be considered an incomplete application and rejected.
- Additional re-classification at the above-mentioned times, will be at the discretion of the Shamrock League Executive under guidance from the OMHA Regional Director(s) associated with the league.

g) General Notes:

- **Re-Classification WILL NOT be available at any time other than the times stated above.**
- Teams can only be Re-Classified one Tier from their original Classification. Example: A Tier 1 Team cannot be Re-Classified to Tier 3, regardless of their record.
- No Association will have more than one team in the same Tier/Classification.
- At No Time will a Tier 1, 2 or 3 Team be Re-Classified to A Division.
- At No Time will an A Division Team be Re-Classified to Tier 1, 2 or 3.

## 2023/2024 SHAMROCK SEASON SCHEDULE - TIER 1-2-3 DIVISIONS

WEEK #	START	END		DESCRIPTION	# GAMES
WEEK 1	August 28, 2023	September 3, 2023		Pre-Skate, Development, and Tryouts (5 WEEKS)	N/A
WEEK 2	September 4, 2023	September 10, 2023			
WEEK 3	September 11, 2023	September 17, 2023			
WEEK 4	September 18, 2023	September 24, 2023			
WEEK 5	September 25, 2023	October 1, 2023			
WEEK 6	October 2, 2023	October 8, 2023	REGULAR SEASON 1	REGULAR SEASON (18 WEEKS) (U18 to start October 6, 2023 as per OMHA)	MIN # OF GAMES = 24 - MAX NUMBER OF GAMES = 27
WEEK 7	October 9, 2023	October 15, 2023			
WEEK 8	October 16, 2023	October 23, 2023			
WEEK 9	October 23, 2023	October 30, 2023			
WEEK 10	October 30, 2023	November 5, 2023			
WEEK 11	November 6, 2023	November 12, 2023			
WEEK 12	November 13, 2023	November 19, 2023			
WEEK 13	November 20, 2023	November 26, 2023			
WEEK 14	November 27, 2023	December 3, 2023			
WEEK 15	December 4, 2023	December 10, 2023			
WEEK 16	December 11, 2023	December 19, 2023	REGULAR SEASON 2		
WEEK 17	December 18, 2023	December 23, 2023			
WEEK 18	December 24, 2023	January 1, 2024			
WEEK 19	January 2, 2024	January 7, 2024			
WEEK 20	January 8, 2024	January 14, 2024			
WEEK 21	January 15, 2024	January 21, 2024			
WEEK 22	January 22, 2024	January 28, 2024			
WEEK 23	January 29, 2024	February 4, 2024			
WEEK 24	February 5, 2024	February 11, 2023			
WEEK 25	February 12, 2024	February 18, 2024			
WEEK 26	February 19, 2024	February 26, 2024	SHAMROCK PLAYOFFS (4 WEEKS)	MIN - 6 GAMES	
WEEK 27	February 26, 2024	March 3, 2024			
WEEK 28	March 4, 2024	March 8, 2024			
WEEK 29	March 9, 2024	March 15, 2024			
WEEK 30	March 16, 2024	March 22, 2024		SHAMROCK FINALS	3 GAMES
WEEK 31	March 29, 2024	March 31, 2024		AAA/A/BB/TIER 2 CHAMPIONSHIPS	
WEEK 32	April 5, 2024	April 7, 2024		AA/TIER 1/TIER 3 CHAMPIONSHIPS	