

2017 PLAYOFF AND OVERTIME RULES

OVERTIME for tie games: 2 points for WIN in the standings. No points for a LOSS in regulation/OT/Shootout.

Overtime rules for round robin games and games on playoff Saturday will be as follows:

- One (1) 5 minute sudden victory overtime period of 4 skaters on 4 skaters
- If game is still tied a 3 man shoot out will take place
- If game is still tied after the 3 man shoot out a sudden victory shoot out will take place until a winner is declared.
- The home team will decide whether or not to shoot first.
- Any player who has been assessed a game misconduct, game ejection, gross misconduct or match penalty Will not be eligible.

• Once the shootout begins, the goaltender cannot be replaced unless he is injured. No warm up shall be permitted for a substitute goaltender. Each team will be given three (3) shots, unless the outcome is determined earlier in the shootout. If after each team has taken three (3) shots, and if the score remains tied, the shootout will proceed to "sudden death" format. No player may shoot twice until the 3 eligible players have shot. Regardless of the number of goals scored during the shootout portion of overtime, based on the score at the end of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at end of overtime. The losing goaltender will not be charged with the extra goal against. The player scoring the winning goal in the shootout will not be credited with a goal scored in his personal statistics. If a team declines to participate in the shootout, the game will be declared a shootout loss for that team. If a team declines to take a shot it will be declared as "no goal". The off ice officials will keep track of all players shooting to ensure that no player shoots ahead of the first 3 shooters.

FINALS – as per Hockey Canada Rules

- 10 minutes of sudden victory immediately following regulation time (no ice clean)
- If still tied then ice clean and a 20 minute period
- If still tied then another ice clean and a 20 minute period.

This process will continue until a winner is decided.

5.22 Tie Breaking Procedure

In the event Teams are tied for a playoff position after a Round Robin series is completed, the following procedure shall be utilized to determine the placing of the tied teams:

- a) If two (2) teams are tied, the winner of the Round Robin game between those two (2) teams will receive the higher placing. If three (3) or more teams are tied, the team which has accumulated the most points in games against the tied teams will receive the highest placing, the team with the next most points in games against the tied teams will receive the next highest placing, and so on.
- b) Any teams remain tied after (a) then the Team with the most wins will receive the higher placing, and so on.
- c) If any teams remain tied after (a) and (b) have been applied, then the team with the best goal average will receive the higher placing, and so on. The goal average of a team is to be determined by dividing the total number of goals for and against into the total number of goals for, with the Team having the highest percentage winning the higher position. (Example: Goals for 10, goals against 4; percentage is $10/14 = .714$). The goal ratio shall be for games amongst the tied teams only.
- d) If any teams remain tied after (a), (b) and (c), the team that received the least minutes in penalties in the round robin games between the tied teams will receive the higher placing, and so on.
- e) If teams are still tied after all previous methods have been applied, then the winner of the playoff position will be decided by the toss of the coin.

Playoff Team Seeding Format:

Seeding will take place prior to the start of playoffs.

Once teams qualify for playoffs, they will then be seeded by the Tie Breaking Rule 5.22 (c)

The team with the highest percentage will be seeded 1st and so on.

If the #1 seeded team loses during playoffs. The #1 seed will go to the next highest seeded team still playing.

TIER ONE – Top two (2) teams in each pool will qualify 1 thru 4 (Could change if amount of teams goes to 16)

Next two (2) in each pool will qualify 5 thru 8

Bottom one (1) in each pool will qualify 9 & 10

TIER TWO – Top two (2) teams in each pool will qualify 1 thru 10

Bottom Two (2) in each pool will qualify 11 thru 20

(Note) This will be in effect for the round robin rankings only within the pools.