



EFHL Playoff Information Bulletin 2025 #2

1. Format

The 2024 EFHL Championships features pool play, semifinals (in all tiers except Midget), quarterfinal (in tiers with three pools or more, except Midget) and a Championship Game. Most finals will be played between March 9th and March 16th.

a. Tournament Format

- i. All Divisions and Tiers up to Midget are using a tournament format in 2025.
- ii. Numbers of teams in each Tier determines how many pools and teams in a pool.
- iii. Seeding is based on League Season Standings for all tiered divisions and categories.
- iv. Overtime will not be played in any pool game – ties stand and will be broken as per the formula in the next section.
- v. The Midget divisions (Male and Female) will play a double knock out tournament

format. b. **Semi-Final Games**

- i. Will be scheduled in all Tiers that have two (2) or more pools of play.
- ii. Sudden Victory Overtime will be used if necessary to determine a winner.

Quarter-Final Games

- i. Will be utilized in Tiers that have 3 pools of play or more.
- ii. Sudden Victory Overtime will be used if necessary to determine a winner.

d. **EFHL Championship Game**

- i. All Divisions and Tiers will have a single championship game
- ii. Sudden Victory Overtime will be used if necessary to determine a winner.

2. **A) Tie Breaking Formula for Pool Seeding: Regular Season (League Season Standings on RAMP)**

Please refer to Appendix 1

3. **Tie Breaking Formula for Round Robin Pool Play: Playoff Pool Play**

Please refer to Appendix 2

4. **As in EFHL league play, there will be NO TIMEOUTS in EFHL Playoff Championship games.**

5. **Regardless of the games score, the 5 minutes / 2-minute drop clock procedure is to be used when time is insufficient to complete the third period on schedule. Where the game requires a winner and overtime is necessary, the overtime can extend beyond the end of the ice slot after the third period has concluded.**

a. Procedure for Ending Games (5 minute / 2-minute Method)

- i. When there are five minutes remaining in the assigned ice slot and there are two minutes or less remaining in the hockey game, the game shall be completed by playing out the remaining time to a conclusion of no time remaining. (See example #1)
- ii. When there are five minutes remaining in the assigned ice slot and there are more than two minutes remaining in the hockey game, the game clock shall be set for 2:00. These two minutes of stop time shall be played to a conclusion of no time remaining using the final five minutes of the ice slot. The referee shall direct the timekeeper to set the clock at 2:00 at the stoppage of play which occurs as near as possible to five minutes of remaining ice time. (See example #2)
- iii. Any penalties which are being served, or any delayed penalties shall continue to be served in the last two minutes of the game in accordance with the appropriate Hockey Canada penalty time procedures. As an example, when the clock is set at 2:00, a player has served 40 seconds of a minor penalty, such player will serve the remaining 1 minute and 20 seconds. The penalty would expire with 40 seconds remaining in the game unless the opposing team scored prior to the expiration of the penalty. If the penalty created a manpower advantage, then the penalty would expire with the scoring of a goal. iv. If play is stopped at any time and because the extenuating circumstances for the stoppage prevent resumption of play prior to their being less than five minutes remaining in the assigned ice slot, then play shall not be resumed. If such extenuating circumstances develop during the reset 2:00 or the final two minutes of game time, then the game would end when the assigned ice slot expires. Such conditions would prevail when there is a serious injury where the injured player cannot be removed from the ice, when there is a facility equipment failure or when other such extenuating circumstances exist.
- v. **Examples:**
 1. Ice slot ends at 19:45. At 19:40 there are two minutes or less remaining in the hockey game. Continue play in order that the game will end at or before 19:45.
 2. Ice slot ends at 19:45. At 19:40 there are 5 minutes and 21 seconds remaining in the game. Set the clock to 2:00 and continue play in order that the game will end at or before 19:45.

5. Overtime

To commence overtime:

1. The face-off will be at center ice, and
2. Each team will three players and one goaltender on the ice to commence the 5-minute overtime period.
3. Overtime shall be:
 - a) Stop time and 5 minutes in length.
 - b) Play 3 on 3 for 5 minutes.
 - c) If still tied after 5-minute overtime games will move to a shoot-out.
 - d) Three players will be selected for each team for shoot out and all three players for each team will receive a penalty shot.
 - e) If still tied after the first three rounds of shoot-out, sudden death shoot out until a winner is determined.

- f) All players on the team must shoot prior to a player being permitted to shoot twice during shoot-out.
 - g) Any player issued a 10-minute misconduct, game misconduct, match penalty, gross misconduct or game ejection is not eligible to shoot.
4. Penalties in Overtime
- a) Any penalties that are not served during regulation time will continue into overtime and must be served in their entirety.
 - b) During overtime, if a team takes a penalty, the format will move to 4 on 4 with the offending team reduced to three players. If a second penalty is taken, the format will move to 5 on 5 with the offending team reduced to three players.

6. Game Management

- i. As in league play:
- ii. The home team is responsible for scoring the game and electronic game sheet scoring. If there are any issues, please contact your Tiering Director.
- iii. **If the game has a suspendable incident, EFHL Discipline should be advised by the Offending team, immediately.**

7. Playoff Contacts

- i. Contacts for each divisions are listed on the contacts page of the EFHL Website.

8. Quarter Finals and Semi-Finals

- i. Quarter Finals and Semi-Finals will be played in tiers with 3 pools or more.
- ii. Semi-Finals will be played in pools with 2 pools or more.

9. Championship Games

- i. First and second place teams in single pool tiers will play for EFHL Championship.
- ii. Winners of Semi-Final games will play for EFHL Championship.
- iii. U18 Divisions of play the Final game declares the Champion regardless of if it is the team's first loss in double knockout format.

Appendix 1 (Season Regular Season Tie Breaking Procedures)



STANDINGS

POINT FORMAT

Points for wins and losses for the League will be awarded on the following basis:

- Two (2) points for Regulation win or Overtime win.
- One (1) point for Regulation tie, Overtime loss or Overtime tie.
- Zero (0) points for a Regulation loss.

TIEBREAKERS

The following procedure shall take place to determine Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

If two (2) teams are tied:

- a. The team with the most wins in the Regular Season in games played between the two (2) tied teams.
- b. If still tied, the team with the most wins during the Regular Season.
Note: Should the two (2) tied teams play an unequal number of Regular Season games, this rule will not apply. Please proceed to step c.
- c. If still tied, the team with the highest points percentage. Points percentage will be determined using the following formula: **Points / Total Possible Points to be earned X 100 = Points %**

Example: Points Earned (PE) = 18 Total Possible Points (TPP) = 28

$\frac{PE}{TPP} = \frac{18}{28} = 0.643\% = 64.3\%$

Note: To calculate total possible points, take the number of games played at the end of the regular season and multiply by two (2). Example: 14 games played x two = 28 total possible points.



- d. If still tied, the team with the highest goal ratio. Goal ratio will be determined using the following formula: **Goals For / (Goals For + Goals Against) X 100 = Goal Ratio %**

Example: Goals For = 56 Goals Against = 44

$\frac{GF}{GF + GA} = \frac{56}{100} = 0.560\% = 56.0\%$
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- e. If still tied, the team with the fewest penalty minutes per game average. Penalty Minutes per game average will be determined using the following formula: **Total Regular Season Penalty Minutes / Number of Regular Season Games played = Penalty Minute average per game.**

Example: Regular Season Penalty Minutes = 115 Regular Season Games = 18

$\frac{PIMS}{Games} = \frac{115}{18} = 6.39 \text{ Average}$
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- f. If still tied, a coin toss shall take place by the League.

If three (3) or more teams are tied:

- a. The team with the most wins during the Regular Season.
Note: Should the three (3) or more tied teams play an unequal number of Regular Season games, this rule will not apply. Please proceed to step b.
- b. If still tied, the team with the highest points percentage. Points percentage will be determined using the following formula: **Points / Total Possible Points to be earned X 100 = Points %**

Example: Points Earned (PE) = 18 Total Possible Points (TPP) = 28

$\frac{PE}{TPP} = \frac{18}{28} = 0.643\% = 64.3\%$

Note: To calculate total possible points, take the number of games played at the end of the regular season and multiply by two (2). Example: 14 games played x two = 28 total possible points.

If all three (3) or more percentages are different for the teams that are tied, then the highest percentage will gain the highest ranking and so forth with the lowest ranking percentage gaining the lowest position amongst the tied teams.

- c. If two or more teams are still tied, the team with the highest goal ratio. Goal ratio will be determined using the following formula: **Goals For / (Goals For + Goals Against) X 100 = Goal Ratio %**

Example: Goals For = 56 Goals Against = 44

$\frac{GF}{GF + GA} = \frac{56}{100} = 0.560\% = 56.0\%$
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If all goal ratio percentages are different for the teams that are tied, then the highest percentage will gain the highest ranking and so forth with the lowest ranking percentage gaining the lowest position amongst the tied teams.



- d. If two or more teams are still tied, the team with the fewest penalty minutes per game average. Penalty Minutes per game average will be determined using the following formula: **Total Regular Season Penalty Minutes / Number of Regular Season Games played = Penalty Minute average per game.**

Example: Regular Season Penalty Minutes = 115

Regular Season Games = 18

$\frac{\text{PIMS}}{\text{Games}} = \frac{115}{18} = \mathbf{6.39}$
Average

If all penalty minute per game averages is different for the teams that are tied, then the team with the lowest penalty minute per game average will gain the highest ranking and so forth with the team with the highest penalty minute per game average gaining the lowest position amongst the tied teams.

- e. If still tied, a coin toss shall take place by the League.

Appendix 2 (Playoff Pool Play Tie Breaking Procedure)



APPENDIX D: APPROVED PLAYOFF FORMATS

The following are approved playoff formats for use by Hockey Alberta Minor Leagues to be chosen at the discretion of each league.

Leagues can submit a new playoff format for use in the current playing season for approval by the Minor Leagues Committee. All submissions must be received by no later than December 1st of the current playing season.

All teams shall participate in playoffs and will not be eliminated after the conclusion of the Regular Season. Leagues are required to schedule all teams to participate in playoffs until the first week of March.

Knockout

- **Double Elimination** – Teams must lose either two games or series (at the discretion of the League) to be eliminated. There is a winner’s bracket and a loser’s bracket. Each team starts in the winner’s bracket. If a team loses, they move to the loser’s bracket. If a team loses again in the loser’s bracket, they are eliminated. The last remaining team from each bracket will play for the championship. The team from the loser’s bracket must beat the team from the winner’s bracket once to be the champion.

Round Robin

- **Traditional Round Robin** – All teams in the Round Robin or specific pool (at the discretion of the League) will play each other an equal number of times in the Round Robin. The League will then determine the number of teams that will move onto a single elimination playoff after the conclusion of the round robin.
- **Semi Round Robin** - When round robin pools have a different number of teams. All pools will play the same number of games as the pool with the least number of teams. Pools with more teams will determine opponents based on the results of each round robin games (ex. Winner’s play each other). Tie breaking procedures need to be used in the pools where not all teams play each other.
- **Consolation/ Multi-Level Traditional** - Teams will play in a play-in round to determine a split between which teams will proceed into a winner’s round, and which teams will proceed into a consolation round. The number of consolation rounds can vary.

Round Robin Tie Breaking Procedures

- In the event that teams are tied for a playoff position, the following procedure will apply:

If two (2) teams are tied:

- The team with the most wins in the round-robin gains the highest position.
- If the two (2) teams are still tied after Regulation 9.3(i)(i)(A) above, the winner of the round-robin game between the two tied teams gains the highest position.
- If the two (2) teams are still tied after (i)(i)(A) and (B) have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the follow manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: **All** round-robin games are included.

Example: For = 10 goals Against = 4 goals

$$\text{Percentage: } \frac{10}{10+4} = \frac{10}{14} = .714$$



NOTE: The highest percentage gains the highest position.

- iv. If the two (2) teams are still tied after (i)(i)(A), (B) and (C) have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position.
- v. If the two (2) teams are still tied after (i)(i)(A), (B), (C) and (D) have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the highest position.
- vi. If the two teams are still tied after (i)(i)(A), (B), (C), (D) and (E) have been applied, a single coin toss will determine which team gains the highest position.
 - For the coin toss for two (2) teams tied, a single coin will be tossed with one of the teams declaring either "heads" or "tails". The team that declares the toss and is successful would then be declared the first (1st) placed team. If the team that declared the toss is unsuccessful, that team places second (2nd).

If three (3) teams are tied:

- i. If three (3) teams or more are tied, the point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding which team(s) will advance.
- ii. The team with the most wins would gain the highest position.
- iii. If teams are still tied after (i)(ii)(A) above has been applied, then 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:

Total number of goals for divided by total number of goals for and against.

NOTE: Games between the tied teams only will apply.

Example: For = 10 goals Against = 4 goals

$$\text{Percentage: } \frac{10}{10+4} = \frac{10}{14} = .714$$

- iv. If all three percentages are different for the three (3) teams that are tied, then first (1st), second (2nd) and third (3rd) place is decided with the highest percentage gaining first (1st) place and the lowest percentage gaining third (3rd) place. The tie-breaking procedure will not go back to two teams tied.
- v. If two teams or more are still tied after (i)(ii)(A) and (B) have been applied, the team(s) to qualify would be the team(s) that receive the least number of minutes in penalties throughout all of the round-robin games.
- vi. If three teams are still tied after (i)(ii)(A), (B) and (C) have been applied, a coin toss will determine the highest positions.



- For the coin toss involving three (3) teams tied, all three teams will each toss a coin. The team that tosses the first odd coin is declared the first (1st) place position of the three tied teams.
- The two (2) remaining teams will now toss a single coin with one of the teams declaring either "heads" or tails." The team that declares the toss and is successful would then be declared the second (2nd) place team. If the team that declared the loss is unsuccessful, that team is placed third (3rd).

Following the round robin format of a Round Robin Playoff, Leagues are permitted to use a knockout structure (single or double elimination) to determine a champion

Final Game / Series

Leagues may schedule the final two teams of a Knockout or Round Robin to play a series or **one-game final** to determine the League Playoff Champion.