



PLAYOFF GAME FORMAT 2019

PLAYOFF RULES FOR ROUND ROBIN/SEMI-FINAL/FINAL GAMES

- ❖ There are no timeouts.
- ❖ Only players rostered with your team can play for your team. There are no APs or borrowing of players from other teams.
- ❖ Officials have been asked to keep a lid on unsportsmanlike play, including slashes behind the play, scrums after the whistle, chirping between line changes, etc. Please have a chat with your team about sportsmanship. The refs will be handing out unsportsmanlike penalties regardless of whether players were getting away with it during the regular season.
- ❖ There is a maximum of 4 coaches permitted on the bench for each team.
- ❖ Only approved coaches are permitted and these will be verified by the game supervisor prior to each game.
- ❖ No mercy rule in effect for playoffs. The correct score will be displayed on the scoreboard.

PLAYOFFS BEGIN WITH ROUND ROBIN GAMES

- ❖ **Round Robin games are 2 STOP time periods of 20 minutes each for all divisions.**
- ❖ Games will start at their scheduled time slot or as soon as possible should the previous game(s) run over.
- ❖ 3 minute warm up will start once both teams have entered the playing surface. Referees will endeavour to keep the games moving to try and avoid any time over runs.
- ❖ 1 minute break between periods.
- ❖ Ties are allowed.
- ❖ No overtime (OT) for round robin games.
- ❖ Games will end once the full 20 minute stop time periods are finished. The wall clock will not end any playoff games.
- ❖ The top 4 teams with the most points will advance to semi-finals in Junior, Major, Minor, Peewee & Pup divisions only. In Peanut division, the top 2 teams with the most points will advance directly to the finals.
- ❖ If there is a tie after the completion of playoff round robin games then the tiebreaker rules will apply.

TIEBREAKER RULES AFTER COMPLETION OF PLAYOFF ROUND ROBIN GAMES

Should teams be tied after completion of playoff round robin games, then tie breakers will be applied to the tied teams as follows (in order):

1. Most wins
2. Head to head record (in the event of a multi way tie, head to head includes all teams with identical points)
3. Goal differential in games involving only the tied teams (maximum of 7 goal differential in each game)
4. Overall goal differential (maximum of 7 goal differential in each game)
5. Goals for in games involving only the tied teams
6. Overall goals for
7. Least penalty minutes
8. Coin toss

SEMI-FINAL AND FINAL GAMES

- ❖ Winner of semi-final games move onto the final games.
- ❖ Games will start at their scheduled time slot or as soon as possible should the previous game(s) run over.
- ❖ 3-minute warm up will start once both teams have entered the playing surface. Referees will endeavour to keep the games moving to try and avoid any time over runs.
- ❖ 1st and 2nd periods follow the same timing as round robin games with a 1-minute intermission between periods.
- ❖ Each team will be allowed one 30-second time out per game and not in overtime.
- ❖ If game is tied after the 2nd period, then will go to an overtime (OT) period.
- ❖ There will be a 1 minute intermission before the OT period starts.
- ❖ OT period – this is a sudden death period - clock will be set to 10 minutes and is running time.
- ❖ If game is still tied after OT, there will be a shootout:
 - each Head Coach submits list of 3 shooters to ref prior to first shooter going.
 - shootout starts with 3 shooters from each team. The home team shoots first.
 - team with most goals out of the round of 3 shooters wins.
 - if still tied after the first 3 shooters, then each team will supply a new shooter and, alternate 1 and 1 until a winner is decided (with each team getting the same number of chances). If home team scores, they must wait to see if visitor scores or not to determine a winner. If both teams scores, then continue down the roster.
 - if teams have different sized rosters then the team with the smaller roster will repeat the last sequence of shooters until they go through the same number of shooters as the team with the bigger roster (i.e. if team A has 12 shooters and team B has 15 shooters, then after running through their 12 shooters, team A will repeat shooters 10-12 until they have matched the 15 shooters of team B).
 - if still tied, teams go back to the top of their lists and still alternate 1 and 1.