



2020 Hockey Edmonton Subway EFHL Championships

Information Bulletin Protocols and Rules

1. Format

The 2020 Hockey Edmonton Subway EFHL Championship 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 on the weekend of March 14th and 15th with some Divisions and Categories requiring until March 19, 2020 for completion.

a. Tournament Format

- i. All Divisions and Tiers up to Midget are using a tournament format in 2020
- ii. Numbers of teams in each Tier determines how many pools and teams in a pool
- iii. Seeding is based on Round 2 Standings for tiered divisions and categories and the season schedule for those 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.

c. 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.

d. Hockey Edmonton Subway EFHL Championship Game

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

2. A) Tie Breaking Formula for Pool Seeding: Final Round of Season (Round 2 for tiered-Season schedule where applicable) PWAA will use entire season standings.

When teams are tied in points, League Governors use the following criteria to place the teams in the correct standing for the playoff schedules (based on the last round only):

- i. The team with the best record between the tied teams (Head to Head games)
- ii. The team with more wins
- iii. The team with the least losses
- iv. The team with the best goals for minus goals against
- v. The teams with the most goals for
- vi. The team with the least goals against
- vii. Coin toss

B) Tie Breaking Formula for Round Robin Pool Play: Pool Play

When teams are tied in points, League Governors use the following criteria to place the teams in the correct standing for the playoff schedules (based on the last round only):

- viii. The team with the best record between the tied teams (Head to Head games)
- ix. The team with more wins
- x. The team with the least losses
- xi. The team with the best goals for minus goals against
- xii. The teams with the most goals for
- xiii. The team with the least goals against
- xiv. Coin toss

3. As in EFHL league play, there will be NO TIMEOUTS in Hockey Edmonton Subway EFHL Championship games.

4. Regardless of the games score, the 5 minute / 2 minute drop clock procedure is to be used when time is insufficient to complete the game on schedule

- 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 in excess of 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 there 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

- a. The teams will not change ends for the overtime period and all overtimes are sudden victory.
- b. To commence overtime
 - i. The face-off will be at center ice,
 - ii. Each team will place six players (one may be a goaltender) on the ice – subject to penalties.
- c. Overtime shall be:
 - i. Stop time,
 - ii. Played in one (1) minute increments (player substitution is allowed).
 1. The timekeeper will sound the horn after each one-minute increment (until the teams are reduced to two players).
 2. At the end of each one (1) minute increment both teams will remove one player from the ice.
 3. Play will be resumed immediately at the nearest face-off spot in the same zone to the place where the puck was when play ended.
 4. At the end of the next minute increment, the horn will sound, and an additional player will be removed by each team.
 - iii. The one-minute increment process will continue until each team is reduced to two players on the ice.
 1. Once each team has been reduced to **two players**, the one-minute increments will end, and the clock will be set to **six (6) minutes**.
 2. There shall be no further reductions or additions of players (each team will have two players on the ice).

3. The face-off will be at the nearest face-off spot in the same zone to the place where the puck was when play ended.
- iv. Stop time play will continue until the six (6) minute increment has expired.
 1. If required, a second ten (10) minute sudden victory period will be played (with 2 players on the ice for each team).
 2. The face-off to commence play of the (10) minute sudden victory period will be at center ice. The face-off at all other times will be at the nearest face-off spot in the same zone to the place where the puck was when play ended.
- v. Teams may substitute any player or players on the fly at any time during the overtime.
- vi. Teams may remove goaltenders at any time during the overtime.

6. Penalties in Overtime

- a. During overtime, when teams are reduced to two players, time penalties incurred or unexpired, which may leave a team shorthanded, will result in a penalty shot(s) being awarded to the non-offending team for each penalty.
 - i. If, due to time penalties, a team is reduced to two players and another time penalty is incurred, the offending team will serve the most recent time penalty and a penalty shot(s) will be awarded to the non-offending team for each penalty with unexpired time.
 - ii. **At no time will a team be required to have less than two players on the ice.**
- b. Should each team have an unexpired time penalty or penalties when teams are reduced to two players; for each penalty with unexpired time a penalty shot will be awarded to the non-offending team
 - i. The team with the least time to serve will shoot first (if this cannot be determined then the home team will shoot first).
 - ii. Each penalty shot awarded must be shot.
 - iii. If the teams are still tied, overtime will continue.

Hockey Edmonton Subway EFHL Playoff Championship Overtime Procedure

Period	Stop Time	Total # of Players (including goaltenders)	If penalty taken during play reduced by:	If second penalty taken reduced by additional:
4	1:00	6	1	1
5	1:00	5	1	1
6	1:00	4	1	1
7	1:00	3	1	Penalty Shot
8	6:00	2	Penalty Shot	Penalty Shot
9	10:00	2	Penalty Shot	Penalty Shot

- At no time will a team be required to have less than two (2) players (including goaltenders) on the ice.

- If due to penalties, a team is reduced to two (2) players (including goaltenders) and another time penalty is incurred, the offending team will serve the most recent penalty and a penalty shot(s) will be awarded to the non-offending team for each unexpired penalty.
- Should each team have an unexpired time penalty when teams are reduced to two (2) players (including goaltenders), a penalty shot(s) will be awarded to each team. The team with the least time to serve will shoot first. Each team must be provided their shot. If the teams are still tied, overtime will continue.
- All time penalties incurred with two (2) players (including goaltenders) on the ice shall result in the awarding of penalty shot(s) in lieu of penalty times.
- If the game is still tied after period 7. Period 8 will begin with the clock set at 6:00 with faceoff at centre ice and will be played with two (2) players (including goaltenders) until a winner is determined.
- If the game is still tied after period 8. Period 9 will begin with the clock set at 10:00 with faceoff at centre ice and will be played with two (2) players (including goaltenders) until a winner is determined.

7. Game Management

- a. As in league play:
 - i. The home team is responsible for scoring the game and uploading the scoresheet and any incident reports from the game, which should be done immediately following the game.
 - ii. The visiting team is responsible for verifying the game.
 - iii. If there are any issues, please contact your Tiering Director.
- b. **If the game has a suspendable incident, Hockey Edmonton Discipline should be advised by the Offending team, immediately.**

8. Playoff Contacts

- a. Contacts for each League Governor are listed on the Hockey Edmonton website.
- b. While Home teams are responsible for entering scores and uploading game sheets and incident reports on the Hockey Edmonton website, Hockey Edmonton Discipline should also be advised by email of any suspendable incidents immediately following the game.

9. Pools

- a. Pools of 3 will play cross pool
- b. Pools of 4 or 5 will play in their pool

10. Quarterfinals & Semifinals

- a. Quarter and Semi Finals will be played in tiers with 3 Pools or more
- b. Semi-Finals will be played in tiers with 2 Pools
- c. Finals will be played in tiers with 1 Pool

11. Championships

- a. Winner and second place of each pool will play in quarterfinals and/or semifinals
- b. Winners of semifinals will play for tier championship

2020 HOCKEY EDMONTON SUBWAY EFHL PLAYOFF FORMAT									
NUMBER OF TEAMS	POOL A	POOL B	POOL C	POOL D	Pool E	Pool F	Pool G	Pool H	Pool I
3	3								
4	4								
5	5								
6	3	3							
7	3	4							
8	4	4							
9	4	5							
10	3	3	4						
11	3	3	5						
12	4	4	4						
13	4	4	5						
14	3	3	4	4					
15	3	3	4	5					
16	4	4	4	4					
19	4	5	5	5					

12. Pool Seedings

2020 Hockey Edmonton Subway EFHL Championships
Pool Seedings

3, 4, 5 Team Pools
POOL A
1
2
3
4
5

6 Team Pool	
Pool A	Pool B
1	2
4	3
5	6

7 Team Pool	
Pool A	Pool B
1	2
4	3
5	6
	7

8 Team Pool	
Pool A	Pool B
1	2
4	3
5	6
8	7

9 Team Pool	
Pool A	Pool B
1	2
4	3
5	6
8	7
	9

10 Team Tier		
POOL A	POOL B	POOL C
1	2	3
6	5	4
7	8	9
		10

11 Team Tier		
POOL A	POOL B	POOL C
1	2	3
6	5	4
7	8	9
		10
		11

12 Team Tier		
POOL A	POOL B	POOL C
1	2	3
6	5	4
7	8	9
12	11	10

13 Team Tier		
POOL A	POOL B	POOL C
1	2	3
6	5	4
7	8	9
12	11	10
		13

14 Team Tier			
POOL A	POOL B	POOL C	Pool D
1	2	3	4
8	7	6	5
9	10	11	12
		14	13

15 Team Tier			
POOL A	POOL B	POOL C	Pool D
1	2	3	4
8	7	6	5
9	10	11	12
		14	13
			15

16 Team Tier			
Pool A	Pool B	Pool C	Pool D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

Bantam Tier 2 Provincial			
Metro A	Metro B	Regional A	Regional B
1	2	1	2
4	3	4	3
5	6	5	6
	7	8	7

Bantam Tier 3 Provincial		
Metro A	Regional A	Regional B
1	1	2
2	4	3
3	5	6
	8	7

19 Team Tier PW AA				
Metro A	Metro B	Metro C	Regional A	Regional B
1	2	3	1	2
6	5	4	4	3
7	8	9	5	6
		10	8	7
				9

13. Playoff Format Following Pool Play:

2020 Hockey Edmonton Subway EFHL Championships			
Playoff Round Seedings			
1 Pool Finals			
Pool	Game	Home	Away
A	1	Winner A	2nd Place A
2 Pool Finals			
Pool	Game	Home	Away
SEMI	1	A1	B2
SEMI	2	B1	A2
Finals	3	W 1	W 2
3 Pool Finals			
Pool	Game	Home	Away
QTR	1	A1	C2
QTR	2	B1	A2
SEMI	3	C1	B2
SEMI	4	W2	W3
FINALS	5	W1	W4
4 Pool Finals			
Pool	Game	Home	Away
QTR	1	A1	D2
QTR	2	B1	C2
QTR	3	C1	B2
QTR	4	D1	A2
SEMI	5	W1	W4
SEMI	6	W2	W3
FINALS	7	W5	W6