



1. Format

The 2022 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 13th and March 16th with some Divisions and Categories requiring until March 17, 2020 for completion.

a. Tournament Format

- i. All Divisions and Tiers up to Midget are using a tournament format in 2022
- 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 to determine a winner.

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 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: Final Round of Season (Round 2 for tiered-Season schedule where applicable, Round 1 for U11 Tier 1)

When teams are tied in points, EFHL Commissioner 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 highest winning percentage
- iv. The team with the highest goal ratio
- v. The teams with the fewest penalty minutes
- vi. Coin toss

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

When teams are tied in points, EFHL Commissioner use the following criteria to place the teams in the correct standing for the playoff schedules (based on Playoff Pool Play 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 highest winning percentage
- xi. The team with the highest goal ratio
- xii. The teams with the fewest penalty minutes
- xiii. Coin toss

3. As in EFHL league play, there will be NO TIMEOUTS in EFHL Playoff 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

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.



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, EFHL Discipline should be advised by the Offending team, immediately.**

8. Playoff Contacts

- a. Contacts for each Division Directors are listed on the EFHL portion of the Hockey Edmonton website under Managers Manual.
- b. While Home teams are responsible for entering scores and uploading game sheets and incident reports on the EFHL website, EFHL Discipline should also be advised by email of any suspendable offence

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 1 or 2 Pools

9. 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