

NEAHL 2024 U13 Tiers 5 Playoff Rules

West	East
Athabasca	Boyle
Barrhead	Cold Lake
Hinton	Elk Island
Pembina	Kitscoty
Slave Lake	Plamondon
Whitecourt	St Paul
	Wainwright

First Round – February 19th to February 25th

- West will play west teams.
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- East 1 will have a bye this week.
- Two game total goals. Each team will host a game unless otherwise noted.
- The seeding of these divisions will be based off regular season point totals. However, if the amount of regular season games played are not equal among all teams in their respective playoff division, seeding will then be based on winning % of regular season games played.

Second Round – February 27th to March 3rd

- Winner of the First Round series to play as per the playoff breakdown.
- Winner of West 1 vs West 6 will have a bye this week.
- Two game total points. Each team will host a game unless otherwise noted.

Third Round – March 4th to March 10th

- Winners of the Second Round series will play as per the playoff breakdown.
- Best of 2 games out of 3 series. Highest finishing team in regular season gets choice of venue for games 1 & 3.

Fourth Round – March 11th to March 17th

- Winners of the Third Round series will play as per the playoff breakdown.
- West series winner will play the East series winner for Gold.
- West series loser will play the East series loser for Bronze.
- Consolation Round – Loser of Series G (West) vs Loser of Series H/I (East). The East series will be determined by points in round two as to which team will enter the Consolation Round.

Other Rules:

1. The team that finishes higher in regular season standings (either points or winning %) calls venue (where first game is played).
2. If the first game played in the two-game series has a goal differential of 10 or more goals, it will be the decision of the losing team if the second game shall be played.
3. A tie in league standings shall be decided in the following order:
 - a. The team with the most wins in league play,

- b. The tied team with the most wins in regular play against the other tied team,
- c. 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.*

Playoff Overtime Format

Based on the approved playoff structure utilized, Overtime may be played for any playoff game tied after Regulation. Due to factors around ice availability and time slots, Rural Leagues and Metro Leagues will operate under slightly different Overtime Rules.

Rural Leagues Playoff Overtime Rules

- a. At the end of Regulation, a five-minute 5-on-5, sudden victory overtime period shall be played.
 - i) If at the end of the first overtime period the teams are still tied, a four-minute 4-on-4, sudden victory overtime period shall be played.
 - ii) If at the end of the second overtime period, the teams are still tied, a three-minute 3-on-3, sudden victory period shall be played.
 - iii) If at the end third overtime period, a shoot-out shall commence to determine the winner.
 - b. At no time will a team have less than three (3) players on the ice.
 - c. Overtime Penalties
 - i) Should regulation time end and a team is on a 5-on-3 advantage, that team shall start overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to the appropriate overtime period.
 - ii) If at the end of regulation time, teams are 3-on-3, overtime start 3-on-3. Once player strength reached 4-on-4, 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to the appropriate overtime period.
 - iii) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert to 4-on-3 or 3-on-3, as appropriate, depending on the appropriate overtime period.
 - d. Shootout
 - i) Should the game still be tied at the end of the ten-minute sudden victory overtime, the teams will proceed to a three (3) player shootout. Hockey Canada Playing Rule 4.9 – Penalty Shot, shall govern the shootout.
 - ii) The home team shall determine which team shoots first. The teams will alternate shots.
 - iii) Goalkeepers shall occupy the goal closest to their Team's bench.
 - iv) Eligible players from each team shall participate in the shootout and then shall proceed in such order as the Coach selects.
 - v) Each team must provide the order of the first three (3) shooters to the Official prior to the start of the shootout.
 - vi) All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct/ejection, match or gross misconduct penalty. If a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If a misconduct is assessed to the goalkeeper during the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.
 - vii) Once the shootout begins, the goalkeeper cannot be replaced unless s/he is injured. No warmup shall be permitted for a substitute goalkeeper.
 - viii) Each team will be given five (5) shots unless the outcome is determined earlier in the shootout. After each team has taken five (5) shots, if the score remains tied, the shootout will proceed to a sudden victory format.
 - ix) No player may shoot twice until everyone who is eligible has shot.
 - x) Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one (1) more goal than the opponent, based on the score at the end of overtime. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal.
- 4.

SUPPLEMENTAL DISCIPLINE

Leagues will have a policy on supplemental discipline related to the accumulation of penalty minutes over the course of a hockey season. Each League will determine the appropriate thresholds based on division, number of games and length of games; however, suspensions under supplemental discipline for penalty minute accumulation will be as follows:

Threshold	Suspension Length
1	One (1) Game
2	Two (2) Games
3	Four (4) Games
4	Eight (8) Games

- a. Players who reach Threshold 1 due to the accumulation of penalty minutes by the end of the League Regular Season, will have their penalty minutes carried over into the League Playoffs for continued tracking and accumulation.
 - b. Players who receive a suspension due to the accumulation of penalty minutes that carries over into the Hockey Alberta Provincial Championships, will be required to serve the suspension at the start of the event. However, the tracking and accumulation of penalty minutes will not be tracked at the Provincial Championships.
 - c. Players who do not reach Threshold 1 by the end of the League Regular Season, will not have their penalty minutes carried over into the League Playoffs and tracking and accumulation will be stopped.
 - d. Leagues shall be responsible for the ongoing monitoring of penalty minute accumulations and will be responsible for warning any teams and players who are approaching or trending towards a given threshold.
- 5.
 6. Game times will be scheduled by host team.
 7. The ice will be resurfaced before each game, and in between every period.
 8. A minimum 5 min warmup will be given before each game.
 9. There is only ONE banner for Gold. Silver, Bronze and Consolation do not receive banners.