

Seeding

Seeding is based on regular season standings. Due to many divisions/tiers having subdivisions and unequal number of games, standings will be based on highest points percentage using the formula: $\text{Points} / \text{Total Possible Points to be earned} \times 100 = \text{Points \%}$.

In the event two or more teams are tied in the standings, the following tie breakers will be applied in order between the tied teams. When more than two teams are tied, at each tie breaker, the teams shall be ranked based on the criteria, and only teams that remain tied will move to the next tie breaker.

(1) The team with the most wins in Regular Season in games played between the two tied teams. (This tiebreaker only applies to two tied teams. If three or more teams are tied, proceed to the next tiebreaker).

(2) The team with the most wins during the Regular Season. (If the tied teams played an unequal number of Regular Season games, this rule will not apply, proceed to next tiebreaker)

Alternate (2) which I think we should use instead: The team with the highest win percentage during Regular Season using the formula: $\text{Total Regular Season Wins} / \text{Number of Regular Season Games} \times 100 = \text{Win \%}$

(3) The team with the highest goal ratio in Regular Season using the formula: $\text{Goals For} / (\text{Goals For} + \text{Goals Against}) \times 100 = \text{Goal Ratio \%}$.

(4) The team with the fewest penalty minutes per game average in Regular Season using the formula: $\text{Total Regular Season Penalty Minutes} / \text{Number of Regular Season Games played} = \text{Penalty Minute average per game}$.

(5) If any teams are still tied, a coin toss shall take place.

Best of 3 Series & Travel Distance

Best of 3 series. First two games are home and away. The higher seeded team has a choice of venue for game 1 and game 3 (i.e. if they choose home for the first game, they will be away for the second game, and vice versa).

If the distance between associations is 300 km or more, the higher seeded team has the first option to host all games in the final series.

Two Game Total Point Series

Two game total point series are home and away. The higher seeded team has a choice of venue for game 1 (i.e. if they choose home for the first game, they will be away for the second game, and vice versa). At the end of the series, the scores of both games are added, and the

team with the highest score wins the series. (e.g. Game 1: Team A scores 3, Team B scores 2. Game 2: Team A scores 1, Team B scores 3. Total Points: Team A 3+1=4; Team B 2+3=5. Team B wins the series.)

If there is a ten or more goal differential after game 1, the losing team has the option to withdraw from the series **without penalty** and not play the second game.

In a two game total point series, game 1 or game 2 can potentially end in a tie because the series is decided by total points. Overtime is played after the second game if the teams are tied in total points at the end of regulation play in the second game. Overtime will follow Alberta One Rural Leagues Playoff Overtime Rules.

Overtime

Unless the playoff format specifies that a game can end in a tie (e.g. round robin games, individual games in two game total point series), all games must be played to a win.

Overtime will follow Alberta One Rural Leagues Playoff Overtime Rules:

- i) 5 minute 5 on 5 sudden victory overtime period
- ii) 4 minute 4 on 4 sudden victory overtime period
- iii) 3 minute 3 on 3 sudden victory overtime period
- iv) shootout

Please see Alberta One regulations for detailed rules including overtime penalty regulations and shootout procedures. Associations should have the overtime rules available for officials when hosting playoff games.

Reseeding after round one

Teams will be reseeded after the first round.

Teams advancing will be reseeded for round two and final based on regular season standings.

Round Robin

Round robin games are awarded 2 points for a win, 1 point for a tie, 0 points for a loss.

Round robin games end after regulation time - no overtime, no shootouts, game can end in a tie.

If teams are tied after the round robin, the following tie breakers apply: As per Alberta One
2 teams tied

- i. The team with the most wins in the round-robin
- ii. The winner of the round-robin game between the two tied teams
- iii. Highest goal average: Total number of goals for divided by total number of goals for and against
- iv. Least number of penalty minutes throughout all of the round-robin games
- v. The team that scored the first goal in the game between the 2 tied teams

vi. Coin toss

3 or more teams tied

i. Point record among the tied teams only

ii. The team with the most wins

iii. Highest goal average: Total number of goals for divided by total number of goals for and against

iv. Least number of penalty minutes throughout all of the round-robin games

v. Coin toss