

House League Playoff Format

The playoff schedule will take place over 3 weeks with each team receiving 2 ice times per week. The format will be a Round Robin, meaning each team will play each other once in their respective division or pool, the exception will be for divisions or pools with only 3 teams, they will play each other twice.

Divisions with 7 teams or higher will be split into 2 pools, odd and even, based on standings. Pool A will be the odd pool and will be the teams that finished 1,3,5,7,9 at the end of the regular season. Pool B will be the even pool and will consist of the teams that finished 2,4,6,8 at the end of the regular season. The top two teams from each pool will play in a cross over semi-final, meaning 1st place in Pool A vs. 2nd place in Pool B and 2nd in Pool A vs. 1st in Pool B. The winners will of each semi-final play in a final.

Divisions with 6 teams, the top four teams based on standings will play a semifinal with the following format 1 vs. 4 and 2 vs. 3.

Division with 5 or less teams, only the top two teams will advance to the finals.

Division and Pool breakdown

3 Teams will receive 4 games and 2 practices

4 Teams will receive 3 games and 3 practices

5 Teams will receive 4 games and 2 practices

6 Teams will receive 5 games and 1 practice (excluding Midget**)

** For Midget House A, 6 games will be played. Game 1 for each team will not count in the playoff point totals.

** For Midget House B, two pools will be created, one consisting of 5 teams and one consisting of 4 teams. In the 4-team pool, each team will play each other twice and all games will count in the playoff point totals. In the 5-team pool, the first two scheduled games will not count in the playoff point totals.

Round Robin Standings

Standings will be based on points: 2 points for a win, 1 point for a tie and 0 points for a loss.

Tie-Breaker Regulations

These regulations will apply to regular season standings to determine Pool seeding and Round Robin results. If teams are tied in points, standings (seeding) will be determined based on the following order until a winner is declared without reverting back to the original order as teams get eliminated.

- a. The head to head result involving the teams tied (two-way ties only or if one team has beaten all other teams they are tied with)
- b. The team with the most wins.
- c. The highest ratio of goals for divided by goals for plus goals against. [$GF/(GF+GA)$]
- d. The team with the lowest number of goals against.
- e. The team with the most goals for.
- f. Coin toss by the Convenor.

Game Times

1. **Atom**- No change from the regular season, all run time (15/15/whatever is left).

Peewee - 12, 12, 12 stop time. A one-minute break in between periods only.

Bantam and Midget- 10, 10, 12. A one-minute break in between periods only.

2. There is no overtime in Round Robin games. Games will end at curfew time.

***Curfew time will be strictly adhered to by the timekeeper. They will buss the score clock when the curfew clock hits the designated time regardless of the amount of time left or situation on the ice. ***

3. Semi-final and Finals will be played as stipulated above except there is no curfew for semis and finals it goes until end of regulation time. At the end of regulation time and in the event of a tie, overtime will be played.

4. **Time Outs.** There are NO time outs allowed in round robin games. One 30 second time out may be called per team during semi-finals or finals. For ATOM this means the running time if STOPPED for the timeout.

Jersey Designation

1. Home will be white and Away will be dark.
2. Only KMHA House League Jerseys are to be worn (i.e. No team practice jerseys).

Overtime Rules for Semi and Finals

If a semi or final game should end in a tie the overtime will consist of the following:

- a. One sudden-death 5-minute stop time period with teams playing 4 skaters plus a goaltender
- b. One sudden-death 5-minute stop time period with teams playing 3 skaters plus a goaltender
- c. If still tied a shootout with 3 skaters from each team will follow. The Coach from each team will provide the game officials with a list of these 3 skaters immediately following the last overtime period. The team with the fewest penalties in the game will have the option of shooting first or last. If the teams have the same number of penalty minutes the Home team will shoot last. A player from one team will shoot followed by a player from the other team and so on until all 3 designated players have gone. The team that scores the most goals with these skaters will be declared the winner.

d. If still tied, there will be a sudden death shootout with one player from each team. Each player must not have participated in any prior round of the shootout. The team that shot first in the previous round will once again shoot first.

e. Repeat step above until no skater remains on each team. At this point, the shootout will continue from the original order until a winner is declared.