



2010-2011 HOUSE LEAGUE PLAYOFF FORMAT

In accordance with Rule 22.01, the Mississauga Hockey League has adopted the following format for House League playoffs this season:

1. GENERAL PLAYOFF RULES

- a) Teams are scheduled according to their final standings. Ties in standings will be determined according to Rule 31.
- b) Playoffs are set up according to the number of teams involved in the Category. ALL TEAMS QUALIFY FOR THE PLAYOFFS.
- c) Teams must be ready to play ten (10) minutes prior to game time in the event the previous game ends early.
- d) Teams must stand ready to play on EIGHTEEN (18) HOURS NOTICE.
- e) Home ice does not apply during playoffs.
- f) Any player who is guilty of any offence that warrants suspension beyond his team's remaining games will serve the balance thereof at the start of the following season.
- g) A team involved in the playoffs may be granted permission to enter GTHL, OMHA and Minor Hockey Alliance sanctioned tournaments only, conditional on keeping their MHL playoff schedule commitments.
- h) **In Championship Round games only**, each team will be permitted one 30-second time-out. (See Section 5)

2. PLAYOFF START DATES

The start date(s) for playoffs will be published on the MHL web site at: www.hockey.on.ca.

3. ELIMINATION SERIES

No Elimination series at any of the loops. Everyone will move on to the Round Robin series.

4. PLAYOFF FORMAT

At the end of the Regular Season, each Regular Season loop is split if there are 8 teams or more in the loop. If your team is a loop with 8 teams or more, the loop will be split as follows:

8 team loop: Pool A – Team 1, 3, 5, 7 Pool B – Team 2, 4, 6, 8
 9 team loop: Pool A – Team 1, 3, 5, 7, 9 Pool B – Team 2, 4, 6, 8
 10 team loop: Pool A – Team 1, 3, 5, 7, 9 Pool B – Team 2, 4, 6, 8, 10
 11 team loop: Pool A – Team 1, 3, 5, 7, 9, 11 Pool B – Team 2, 4, 6, 8, 10
 12 team loop: Pool A – Team 1, 3, 5, 7, 9, 11 Pool B – Team 2, 4, 6, 8, 10, 12
 13 team loop: Pool A – Team 1, 3, 5, 7, 9, 11, 13 Pool B – Team 2, 4, 6, 8, 10, 12

With this option, there would probably be a “bye” week for those loops that have more than 8 teams and have an odd number of teams. For example, if the 9 team loop was split under this scenario, in one pool each team would play 4 games while the other pool each team would play 3 games. The pool that contains less teams would have to have a “bye” week to wait for the opponent from the other pool for the Semi-Final Games.

The format would show as follows:

No. of Teams in Category	Elimination Round Rotation	Elimination Round Games/Team	Round Robin Games/Team	Semi-final Round Games/Team*	Bronze Game **	Final Round Games/Team ***
4	None	0	3	2 to 4	1	2 – 4
5	None	0	4	2 to 4	1	2 – 4
6	None	0	5	2 to 4	1	2 – 4
7	None	0	6	2 to 4	1	2 – 4
8 – 4 & 4	None	0	3	2 to 4	1	2 – 4
9 – 5 & 4 or 4 & 5	None	0	3 or 4	2 to 4	1	2 – 4
10 – 5 & 5	None	0	4	2 to 4	1	2 – 4
11 – 6 & 5 or 5 & 6	None	0	4 or 5	2 to 4	1	2 – 4
12 – 6 & 6	None	0	5	2 to 4	1	2 – 4
13 – 6 & 7 or 7 & 6	None	0	5 or 6	2 to 4	1	2 – 4

*Semi-final series will be a 1st v 4th and 2nd v 3rd in loops with 7 teams or less. In loops with 8 teams or more, the semi-final series will consist of 1st Pool ‘A’ vs. 2nd Pool ‘B’ and 2nd Pool ‘A’ vs. 1st Pool ‘B’. The semi-final series will be the first team to 4 points (2-4 games in total).

**In each Bronze Game, defeated Semi-Finalists will play a one-game playoff whose result will determine the single winner of a Bronze medal. Bronze Games will be played up to and including Bantam. No Bronze Games for Minor Midget, Midget, and Juvenile.

***Final games will be a series with the first team to 4 points (2 – 4 games in total)

4. **ROUND ROBIN SERIES**

The Round Robin Series format is as follows:

- (a) Each team will play each other once for a maximum total of six games. Maximum games to be determined by the number of teams in the Round Robin.
- (b) During Round Robin play, teams will be awarded 2 points for a win, 1 for a tie and 0 for a loss. Round Robin points to decide 1st, 2nd, 3rd and 4th place teams.
- (c) In the event of a tie at the end of the Round Robin Series, for any position, the following procedure will be used to break the tie:

TIES IN ROUND-ROBIN STANDINGS

In the event of a tie at the end of the round-robin series, for any position, the following procedure will be used to break the tie:

A. If TWO (2) TEAMS ARE TIED:

If two teams are tied at the conclusion of a round robin series then the following procedure will be used to determine the final ranking before the semi-final and final games are played. Process adopted from Hockey Canada – November 22, 2001

- 1 The winner of the round-robin game between the two tied teams gains the higher position.
- 2 The team with the most wins in the round robin gains the higher position.
- 3 If still tied, then the team with the best goal average gains the highest position. The goal average of a team is determined as follows:

Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position.

Example: Goals for 10; goals against 4; $10 \text{ divided by } 14 = 71.4\%$

NOTE: ALL ROUND ROBIN GAMES are included.

- 4 If still tied, the team that scored the first goal, in the game between the two tied teams, gains the highest position.
- 5 If still tied, then a single coin toss will determine which team gains the highest position.

B. IF 3 OR MORE TEAMS ARE TIED:

NOTE: The three team tiebreaker is used to determine the seeding of the three tied teams. If any step in the tiebreaker only seeds one team, that team assumes that position. The three team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

- 1 If 3 or more teams are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
- 2 If still tied, the team with the most wins gains the highest position.
- 3 If still tied, the team with the best goal average gains the highest position. The goal average of a team is determined as follows:

Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position.

Example: Goals for 10; goals against 4; $10 \text{ divided by } 14 = 71.4\%$

NOTE: ALL ROUND ROBIN GAMES are included.

- 4 If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
- 5 If still tied, the team with the most goals for (all round robin games played) will gain the highest position.
- 6 If still tied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

5. CHAMPIONSHIP ROUNDS

a) Semi-Final Round

The Semi-Final Round will be a four (4) point series. First team to achieve four points wins the series. Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.

1st place vs. 4th place from Round Robin – 7 team loop or smaller
 2nd place vs. 3rd place from round Robin – 7 team loop or smaller
 1st place Pool 'A' vs. 2nd Place Pool 'B' – 8 team loop or larger
 2nd place Pool 'A' vs. 1st Place Pool 'B' – 8 team loop or larger

(b) Bronze Game

In each Bronze Game, defeated Semi-Finalists will play a one-game playoff whose result will determine the single winner of a Bronze medal. Bronze Games will be played up to and including Bantam. No Bronze Games for Minor Midget, Midget, and Juvenile.

c) Final Round

The winners of the Semi-Final series will play a four point Final Round. If the loop is 7 teams or less, then the series will be the 1st place teams vs. 2nd place team from the Semi-Finals. If the loop has 8 teams or more, then it is the 1st place teams in each pool that will play against each other in the finals. The first team to achieve four points wins the series. Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.

6. OVERTIME

Over-time is played when the game ends in a tie

AND both teams have the same number of points in the series

AND both teams are 1 point short or have earned the number of points needed to win the series.

A) Round Robin Series

In the Round Robin Series there is no overtime.

B) Semi-Final & Final Rounds – single game or 4 point series

During a Bronze game (Bantam or below), if the game is tied after regulation time, the Bronze game will go into overtime.

During a Semi-Final & Final series using a 4 point series format, if the game is tied after regulation time, overtime will be played in game 3 or later.

Examples:

- a. Team A wins game 1. Team B wins game 2. Teams tie game 3. Over-time is played in game 3.
- b. Team A wins game 1. Teams tie game 2. Team B wins game 3. Teams tie game 4. Over-time is played in game 4 (but not in game 2 or 3).

All overtime will be played in accordance with MHL Rule 21

21.01 Sudden victory overtime may take place in a playoff game at the discretion of the MHL Playoff Committee. The League Official or MHL Representative present at the game will be considered the "MHL Playoff Committee" for the purpose of this rule.

21.02 All overtime periods to be 10 minutes stop time in length.

Refusal of any team to continue overtime as required by the MHL Playoff Committee will result in that team being withdrawn from further playoff competition.