



Markham Waxers House League Unionville Minor Hockey Association



Playoff Rules and Regulations

Playoff Format

Due to the number of teams in the combined division, the teams will be split into two pools for the playoffs based on regular season standings. Teams finishing in first through sixth place will be placed in Pool Green and teams finishing in seventh through twelfth will make up Pool Orange. Each pool will play a five-game round robin, with each team playing every other team within their pool.

Ties are allowed during round robin play. Points are awarded based on round robin play results: two points for a win, one point for a tie, and zero points for a loss. Seeding for the championship games will be determined after round robin games have been completed. If teams are tied at the end of round robin play, the following steps will be used to break the tie.

1. Team with the most wins.
2. Head-to-head play during the round robin.
3. Team with the fewest goals against.
4. Team with the fewest goals for.
5. Coin toss.

The coin toss will be held by the division convenors in the presence of both head coaches. The coach of the team with the lowest total points in the regular season will make the call while the coin is in the air.

Championship Day, April 2nd

Final playoff tournament games will be played on Sunday, April 2nd at the Angus Glen Community Centre. Pizza and pop will be served in the downstairs lobby following each game. Team photos and player gifts will be distributed following the final games.

Playoff Rules

1. All playoff games (except for the final Championship game) are round robin games. Ties are permitted in round robin games and therefore overtime rules do not apply.

2. Game Sheet and Roster

At a minimum, each team is required to have a rostered head coach and trainer on the bench at the start of each game. See also rule 6, Fair Ice Time.

The head coach of the home team is responsible for the game sheet. The coach will fill in the game sheet completely and sign it. On Championship weekend (final games) the head coach, before

forwarding it to the visiting coach, will designate three players who will participate in the first round of the shootout should the game end in a tie by placing an asterisk (*) next to each player's name. When received, the visiting team's head coach will complete his section of the game sheet, sign, and designate the visiting team players for the shootout. The head coach of the visiting team will submit the completed game sheet to the convenor at least 15 minutes prior to the start of the game.

During all playoff games, the coaches will inform the convenor which fair shifting option (see rule 5) they will use during the game and provide the convenor with the team's lines at least 15 minutes prior to the start of the game.

3. Handshake

Teams will shake hands at centre ice before the start of every game.

4. Timeout

In the championship game only, one 30-second timeout is allowed to each team during a game, including overtime.

5. Substitution in Last Two Minutes of Game and Overtime

Unrestricted substitution is permitted in the final two minutes of each playoff game. This includes all round robin games and championship games. If the game goes to overtime during the final championship game, unrestricted substitution continues.

6. Pulling the Goalie

Any bench player may be inserted onto the ice in place of a goalie. If the goalie returns to the ice, the player substituted earlier must return to the bench.

7. Fair Ice Time

"Equal" shifting will be accorded to each player as closely as is practical. *Double (consecutive) shifts are never permitted.* Coaches will shift their players per the following table.

Skaters*	Forwards	Defence		Forwards	Defence
15	3 lines	3 pairs			
14	3 lines	5 rotating	OR	3 lines (rotating centres)	3 pairs
13	3 lines	2 pairs			
12	3 lines (rotating centres)	2 pairs	OR	2 lines	3 pairs
11	2 lines	5 rotating	OR	2 lines (rotating centres)	2 pairs
10	2 lines	2 pairs			
9	2 lines	3 rotating			
8	5 rotating	3 rotating			

<i>Skaters*</i>	<i>Forwards</i>	<i>Defence</i>		<i>Forwards</i>	<i>Defence</i>
7	4 rotating	3 rotating			
6	Game forfeited				

Convenors will enforce the fair shifting rule by tracking player shifts. If the convenor observes unfair shifting, the convenor will ask the referee to stop the game and issue a warning to the coach asking the coach to observe the fair shifting rules. If unfair shifting continues, the convenor will ask the referee to remove the coach from the game. If there is not a certified assistant coach left on the bench after the head coach's removal, the game will be forfeit.

The convenor has the authority to recommend a forfeiture of the game by the offending team in any case of unfair shifting.

8.Tie Championship Game

In the event of a tie game the following rules will apply:

1. There will be one 5 minute running time sudden-victory overtime period;
2. During the overtime period, each team will be allowed 3 skaters and a goalie on the ice, with unrestricted player substitution. Players are shifted on the fly while the clock is running and at all whistles, at the discretion of the coach;
3. If there are no goals scored in overtime, the game will go to a three-player shoot-out using the three players, which were identified on the game sheet before the start of the game. The shoot-out will take place by both teams simultaneously, with one referee at each team's goal;
4. In the event of injury to one or more of the designated shooters, substitutions will be permitted;
5. Both teams have one shot during each round of the one-by-one shoot-out. A player will not shoot a second time until all players on the team have shot;
6. Should the game still be tied after all players have participated in the shoot-out, the one-by-one sudden victory shoot-out will continue and players will participate in the same order in which they participated during the first rounds.

9.Penalties:

1. **Three Penalties: Automatic Game Ejection** - Any player receiving three (3) penalties during one game will also receive an automatic game ejection. For the purpose of this rule, double minor penalties count as only one penalty. Any misconduct also counts toward the three-penalty rule.
2. Penalties assessed during regulation play, but not fully served, carry over into any overtime period;
3. For a penalty in overtime, or carried over into overtime, when the teams are playing 3 skaters per side, the non-offending team will add a skater to the ice. When the penalty is over, the penalized player will return to the ice and the teams will play 4 skaters per side until the next whistle at which time the teams will revert to 3 skaters per side;

4. Fighting

Referees will enforce the MWHL's and UMHA's zero tolerance policy for fighting—before, during, or after any game. Any player receiving a fighting major (GM30) in any playoff game will immediately be ejected from the game and their season will come to an end. That player will be required to attend a mandatory meeting with board members in addition to the mandatory two-game suspension, which will carry over to next season if necessary.

10. Mercy Rule

No more than a five-goal differential in a playoff game will be shown on the scoreboard. The timekeeper will record all goals on the game sheet and these will be included in the final official score.

11. Protests

Protests are not allowed. If you have concerns, please put your comments in writing and address them to your home association's governing body.