

CENTRAL HOCKEY LEAGUE

2009-2010 PLAYOFF RULES

(Novice A-B-C / Atom A-B-C / Peewee A-B / Bantam A-B / Midget A-B)

Playoffs will begin on Sunday, March 7th, 2010. The playoff schedule will be made available in advance (middle of February).

9.1.1 Scheduling

The Central Hockey League will only schedule a team one time during the opening weekend of the playoffs so as to not eliminate such a team within that first weekend.

9.1.2 Conflicts

NO GAME CHANGES ARE PERMITTED DURING THE FIRST 10 DAYS OF THE PLAYOFFS of the division, WITH THE EXCEPTION OF CONFLICTS WITH THE REGIONALS.

AFTERWARDS, Playoff games will **NOT** be re-scheduled due to tournament conflicts **except in the following case only**: **AFTER** the first 10 days of the playoffs of the **division**, the **ONLY** possible changes that will be considered shall be when a team can provide **written justification** that they have requested a schedule change with the tournament which was denied by the tournament. Any changes are subject to the usual game change delays and league rules as well as subject to scheduling availability.

9.2 Final Standings / Breaking Ties

The final season standings used to determine playoff placement will use the following criteria:

- 1) The team with most points places first, the team with the next highest number of point's places second, and so on.
- 2) If a tie exists between two or more teams, the team with the most wins will finish higher in the standing.
- 3) If a tie still exists between two or more teams, the team with the least amount of defeats will finish higher in the standings.
- 4) If a tie still exists, the team with the most points accumulated during the season played in games against the teams with which it is tied will be classed higher.
- 5) If a tie still exists, the difference of goals for and against in games between the tied teams will determine the order of finish, with the team with the higher plus differential placed higher.
- 6) If a tie still exists between two or more teams, the difference of goals for and against will determine the order of finish, with the team with the higher plus differential placed higher.
- 7) If a tie still exists, a coin flip will determine the team to be placed higher in the standings.

9.3 Playoff Game Duration

All 3 periods will be played stopped time, three (3) ten (10) minute periods. **Each team is allowed a 30 second timeout in playoff games only.**

9.4 Mercy Rule (Playoffs ONLY & in ALL Rounds)

If at any time after two periods have been completed there exists a goal spread of seven (7) or more, **the game will end immediately.**

9.5 Home & Visitor Scoresheets in Playoffs

The HOME team will always be the team that finished higher in the consolidated league standings regardless of the arena in which the game is being played. The HOME team is responsible for providing and preparing the scoresheet.

9.6 FINAL Round

The team which placed higher in the consolidated standings will be the home team for the 1st and 3rd game for the best of 3 series. The HOME team is responsible for supplying and the preparation of the scoresheet.

9.7 Overtime

At the end of regulation time, if the score is tied, there will be a sudden death overtime period(s) to determine the winner in the following manner:

FRANC JEU IS TO BE APPLIED AT THE END OF REGULATION PLAY (See Appendix 5 – Franc Jeu Table)

Preliminary Rounds:

5 minute stop-time sudden Death Overtime Followed by a shoot-out if no goal is scored

Semi-Final and Final Rounds:

10 minute stop time sudden death Overtime period followed by a shoot if no goal is scored

Skaters in Overtime Play

4 skaters vs. 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of “Franc Jeu” regulations.

The first (1st) goal legally scored ends the game.

If the tie persists after this overtime period, the “shoot-out” procedure shall apply as described in Article 9.7.2.

Minimum Number of Players in Overtime

In accordance with hockey playing rules, there can never be less than three (3) skaters and one goaltender on the ice for each team. Any team having incurred a penalty in regulation time and the duration of the penalty has not expired at the end of regulation time will adjust its number of skaters accordingly to start the overtime.

9.8 Shoot-Outs

A. For each game if the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shoot-out.

Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shoot-out. All players other than goalkeepers must take part in the shoot-out before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be eligible to take part in the shoot-out.

C. The “shoot-out” will be carried out as follows:

1. The Home Team shall have the choice of shooting first or second.
2. Once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn.
3. The choice made by the Coach does not indicate the order in which the players must appear on ice to take their shot.
4. Playing rules related to penalty shots are in effect.
5. Shots are taken in turn and no simultaneous shots will be permitted.
6. The team having scored most goals in the complete round is declared the winner.

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn before a player may return for another try.

The game ends when the tie is broken following an equal number of shots taken by each team.

9.9 Stick or equipment measurements

Stick and/or equipment measurements are **not permitted** at any time in CHL games.

9.10 Game reports

In the event of any type of ejection from a game, regardless of the penalty codes, the referee must complete the game report immediately after the game and submit the report to the game supervisor.

Franc Jeu Table

Division Penalties in Minutes (PIM) Points

<u>Division</u>	<u>Penalties (in minutes PIM)</u>	<u>Points</u>
Novice	8 minutes or less 9 minutes or more	1 0
Atom	10 minutes or less 11 minutes or more	1 0
Pee-Wee	12 minutes or less 13 minutes or more	1 0
Bantam	16 minutes or less 17 minutes or more	1 0
Midget	20 minutes or less 21 minutes or more	1 0