



### **Divisions:**

Each age level will be comprised of two divisions of 3 teams each. The teams will be ranked based upon their regular season play and final standings.

Division A:

- 1<sup>st</sup> Place Finisher
- 2<sup>nd</sup> Place Finisher
- 3<sup>rd</sup> Place Finisher

Division B:

- 4<sup>th</sup> Place Finisher
- 5<sup>th</sup> Place Finisher
- 6<sup>th</sup> Place Finisher

### **Format**

Teams will take part in a three (3) game round robin playing the teams in the opposite division one time. The top four (4) teams after the round robin will advance to the semi-final round with the teams re-seeded based upon the highest points total. In the case of a tie, the tie breaker will be used to re-seed games. Teams with the most points will be the home team throughout the Semi-Final and Championship games. Winners of the Semi-Finals will advance to the Championship round.

### **Length of Games**

All round robin game, semi-finals and championship games played all levels, except the Midget levels, shall have three (3) fifteen (15) minute periods with an ice make after two (2) periods. Warm ups for these levels shall be three (3) minutes.

All rounds robin games, semi-finals and championship games played for Midget Major U18. Midget Minor U16 and Midget U15 levels shall have three (3) seventeen (17) minute periods with an ice make after the first whistle after ten (10) minutes remaining in the second period. Warm ups for these levels shall be five (5) minutes.

### **Running Clock**

If a 5 goal or greater spread exists at the start of the 3<sup>rd</sup> period or any anytime during the 3<sup>rd</sup> period, running time will commence for the balance of the game.

### **Home Teams/Jerseys**

For all games, home team will be in light colored jerseys and the visiting team will be in dark colored jerseys.

### **Round Robin Games**

In the round robin portion of the HPHL Playoffs, two (2) points will be awarded for a win, one (1) point will be awarded to a tie and zero (0) points will be awarded for a loss. There is NO overtime in the round robin games. During the round robin play, if the score is tied at the end of regulation time, the tie score will stand and each will be awarded one (1) point for the game.

A maximum of a six (6) goal differential per game shall be used to calculate the goal differential or the quotient.

### **Tie Breaking Rules to determine standings position per USA Hockey 2012-2013 Annual Youth Guide:**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format;

1. If one tie breaker establishes a position for one or more teams, each team is placed in the applicable position.
2. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again at step 1. If all tied teams have not played each other, then proceed to step 2.

NOTE: A team may go into the tie-breaking process having defeated another of the tied teams and still not advance.

Note: If a team defeated the other team(s) that they are tied with, they will be ranked ahead of those other teams.

The Tie-breaker formulas are as follows:

1. The results of head to head games played between the tied teams in the following order:
  - a. Standings – Most Points
  - b. Most wins
  - c. Differential – Subtracting goals scored against from goals score in the games. The position will be determined in the order of the greatest surplus.
  - d. Quotient - A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and quotient is the tie-breaker required, the team shall be ranked high to low in descending order of “goals for”.
  - e. Most periods won – In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of the highest point total.
  - f. Quickest first goal – The team that scored the quickest goal in their applicable round robin games shall be ranked highest.
2. If after applying the above formulas the tie still exists, the results of all the games played by the teams tied in the following order:
  - a. Most Wins
  - b. Differential – subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - c. Quotient – Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing zero (0) has higher standings than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-

breaker is required, the teams shall be ranked high to low in descending order of “goals for”

- d. Most Periods won – In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of the highest point total.
- e. Quickest first goal – The team that scored the quickest goal in their round robin games shall be ranked highest.

#### **No Tie Games in Semi-Final and Championship Games**

A winning team and a losing team must emerge from these games. If at the end of regulation time in the Semi-Final and Championship game the score is tied, the team will play:

1. A five (5) minute sudden death 5 on 5 (five on five) overtime period. If a team ended the game in regulation time with a 5 on 4 advantage, the advantage will continue as 5 on 4 in the overtime period. If there is still no winner at the end of the first overtime period, teams do not change ends and go to a second overtime period.
2. The second overtime will be a five (5) minute sudden death 4 on 4 (four on four) period. If a team ended the game at the first overtime with a 5 on 4 advantage, the advantage will continue as a 4 on 3. If there is still no winner at the end of the second overtime, the teams do not change ends and go to a shootout.
3. Each will pick three (3) players to take part in shootout. The visiting team will shoot first. If no clear winner emerges from the first shootout;
4. Each team will pick three (3) different players to take part in the sudden death shootout. The visiting team will shoot first. If no clear winner emerges after the second shootout;
5. The teams will continue in a “sudden death” shootout, each using 6 players in the order they originally shot until the game is decided.