

HPHL League Playoffs

Squirt Major (01), Peewee Minor (00) & Bantam Minor (98)

FINAL TEAM-STANDINGS TIE-BREAKING PROCEDURES

The teams assigned seeds 1 thru 6 in the HPHL final standings will be the teams with the greatest number of points. In the event that two teams finish the regular season with an equal number of points, the following system will be used to break the tie:

1. If the teams are still equal in the standings, the highest position shall be awarded to the team with the most wins better win/loss record in current regular season games against all other teams equal in points. (head-to-head competition).
2. If the teams are still equal in the standings, the highest position shall be awarded to the team with the greater goal difference against all other teams during the regular season. (goal differential)
3. The first tiebreaker in a three-way tie is also head-to-head, but it is determined via points-per-game versus the other two teams. If two teams are tied in points-per-game head-to-head, the next tie breaker is goal difference.

PLAYOFF RULES , REGS AND PROCEDURES

Each age division will comprise of two (2) brackets of 3 teams each.

Division A

1st place finisher

4th place finisher

5th place finisher

Division B

2nd place finisher

3rd place finisher

6th place finisher

FORMAT

Teams will play each team in their own bracket once (2 games). The top two (2) teams in each bracket (4 teams) after the round robin will advance to the semi final and championship round. Teams finishing 3rd in their bracket will play a third and final game with the similar finisher in the other bracket. Each team will be allowed a single one (1) minute time out. Handshakes will take place after the each game.

Length of Games

All round robin, consolation, semi finals and championship games played at all levels shall have three (3) seventeen (17) minute periods. The Bantam Minor (98) will have an ice make after two (2) periods. Warm-ups for all levels shall be three (3) minutes.

Running Clock

If a 6 goal or greater spread exists at the start of the 3rd period or at any time during the 3rd period ~ running time will commence. The game shall revert back to “stop” time whenever goal differential is reduced to less than 6 goals.

Home Teams Jerseys

For all games, the higher seeded team listed shall be the home team and wear its light jerseys and the visiting team shall wear its dark colored jerseys.

Round Robin Games

In the round robin portion of the HPHL Playoffs ~three (3) points will be awarded for a regulation win, two (2) points will be awarded for an overtime or shootout

win, one (1) point for an overtime or shootout loss and zero (0) points for a regulation loss. A winning team and a

losing team must emerge from all round robin games. The winning team in overtime (including shootout) will be

awarded two (2) points and the losing team (1) point. Please see “Overtime Procedures...”

below.

Tiebreakers for All Age Levels of Round Robin Play

If two or more teams are tied in points after the round robin, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding placement;

1. Head to Head Competition;
2. If still tied, Most Wins during the Round Robin;
3. If more than two (2) team tied, Points earned in the Games only between the tied teams;
4. If teams are still tied, Scoring Quotient, calculated by dividing a team's goals for by the sum of its goals for plus goals against (in all round robin games). The team with the higher number advances. For purposes of calculating the scoring quotient, the maximum goal differential a team can take for any one game is 6 goals;

Example: Team A 15 GF 7 GA Quotient is $15/22 = .681$

Team B 14 GF 6 GA Quotient is $14/20 = .700$

Team B advances.

5. If teams are still tied, Fewest Goals Against;
6. If teams are still tied, Most Goals For;

Overtime Procedures in Round Robin, Consolation, Semi-Finals, and Championship Games

A winning team and a losing team must emerge from all these games. If at the end of regulation time in a round robin, consolation, semi or championship game the score is tied, the teams will play;

1. A five (5) minute sudden death 5 x 5 (five on five) overtime period. If a team ended the game before the first overtime with a 5 x 4 advantage the advantage will continue as 5 x 4. If there is still no winner at the end of the first overtime period teams do not change ends and a;
2. Each team will pick three (3) players to take part in a shootout. The visiting team will shoot first. If no clear winner emerges after the first shootout;
3. Each team will pick three (3) other player to take part in a sudden death shootout. The visiting team will shoot first. If no clear winner emerges after the second shootout;
4. The teams will continue in a “sudden death” shootout, each using the same 6 players in the order they originally shot until the game is decided.
5. A shootout win results in the winner being credited with a GF and the loser a GA. Thus, the winner of a game which ended 3-3 in regulation will be scored as a 4-3 game