

# ***2015 HPHL League Playoffs***

## **DIVISIONS**

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

### **Division A**

1st place finisher

2<sup>nd</sup> place finisher

3<sup>rd</sup> place finisher

### **Division B**

4th place finisher

5th place finisher

6th place finisher

## **FORMAT**

Teams will play each team in the opposite bracket once (3 games). The top 4 (4) teams after the round robin will advance to the semi-final round. Winners of the semi finals will advance to the Championship round.

## **Length of Games**

All round robin and championship games played at all levels shall have three (3) fifteen (15) minute periods with an ice make after two (2) periods. Warm-ups for all levels shall be three (3) minutes.

## **Running Clock**

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

## **Home Teams/Jerseys**

For all games, the higher seeded team listed shall wear its dark jerseys and the visiting team listed shall wear its light 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 for a tie and zero (0) points for a loss. There will be NO overtime. During round robin play, if the score is tied at the end of regulation time, the tie score will stand and each team shall be awarded one (1) point for the game. The division winner will be determined as the team who has accumulated the most points.

A maximum 6 goal differential per game shall be used to calculate the goal differential or quotient.

### **Tie Breaking Rules Per USA Hockey 2012-2013 Annual Guide YOUTH**

- Tie Breaking Rules to Determine Standings Position:

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format.

If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position.

Once a team is placed, the remaining tied teams shall start the tiebreaking 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 tiebreaking process having defeated another of the tied teams and still not advance).

The tie-breaker formulas are as follows:

- **1. The results of the 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 scored in these games, the positions being determined in order of the greatest surplus.
  - **d. 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 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 the quotient tiebreaker is required, the teams 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 highest point total.
  - **f. Quickest first goal** — The team that scored the quickest goal in their applicable preliminary round games shall be ranked highest.
- **2. If after applying the formulas of 1 a, b, c, d, e or f 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 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 the quotient tiebreaker 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 highest point total.

- **e. Quickest first goal** — The team that scored the quickest goal in their preliminary round 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 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;
2. A five (5) minute sudden death 4 x 4 (four on four) overtime period. If a team ended the game before the first overtime with a 5 x 4 advantage the advantage will continue as 4 x 3. If there is still no winner at the end of the first overtime period teams do not change ends;
3. 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;
4. Each team will pick three (3) other players to take part in a 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 the same 6 players in the order they originally shot until the game is decided.