



HPHL 2022-2023 Playoff Rules

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 winning percentage for all games scored.

Division A:

- 1st Place Finisher
- 2nd Place Finisher
- 3rd Place Finisher

Division B:

- 4th Place Finisher
- 5th Place Finisher
- 6th 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 the teams. 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 games, semi-finals and championship games played for the 14U through the 10U levels shall have three (3) fifteen (15) minute periods. There is no ice resurface during the game. The timekeeper shall immediately run one minute (1:00) on the game clock and the next period shall begin immediately thereafter. Warm ups for these levels shall be three (3) minutes.

All round robin games, semi-finals and championship games played for Midget 18U, Midget 16 Only, Midget 15 Only levels shall have three (3) seventeen (17) minute periods with an ice resurface 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 six (6) goal or greater spread exists at the start of the 3rd period or any anytime during the 3rd period, running time will commence for the balance of the game.

Home Teams/Jerseys

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

Time Outs

There will be one time out for each team in all games throughout the playoffs.

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 team 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 for the quotient.

Tiebreaker Format

Tiebreakers for All Age Levels of Round Robin Play.

In all tiebreaker situations, the League Commissioner or his/her representative's decisions shall be final.
NOTE:

If there are two or more teams in a tie breaker, once a team is eliminated, the tie breaker starts over with the remaining tied teams. The process of starting over each time a tied team is eliminated will continue until the seeding is determined.

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:

1. If two teams are tied, Head to Head Competition;
2. If two teams remain tied, Most Wins during the Round Robin (for all games played);
3. If two teams remain tied, Scoring Quotient (as defined below) shall be applied counting all games played in the round robin regardless of whether they played the same opponents. If still tied, skip to Tiebreaker A without reverting to earlier two-team tiebreakers;

If more than two teams are tied and all tied teams played each other in the Round Robin, the seeding shall be by the following tiebreakers in the following order:

1. Most wins against the tied teams.
2. Scoring Quotient in all Round Robin Games. If still tied, skip to Tiebreaker A without reverting to earlier two-team tiebreakers;

If more than two teams are tied and all tied teams did not play against each other in the Round Robin, the following will be used:

1. Most wins in all round robin games.
2. Scoring Quotient in all Round Robin Games. If still tied, skip to Tiebreaker A without reverting to earlier two-team tiebreakers;

A. If teams still tied, Fewest Penalty Minutes;

B. If teams still tied, Coin Flip. If more than two teams are involved in the Coin Flip, the League Commissioner or his/her representative will determine the method of coin flip to be used.

Scoring Quotient is calculated by dividing a team's goals for by the sum of its goals for plus goals against. 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 six (6) goals, arrived at by reducing goals for and counting all goals against; 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.

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 following will occur:

1. A 5-minute rest period will take place.
2. A five (5) minute sudden death 4 on 4 (four on four) overtime period. If a team ended the game in regulation time with a 5 on 4 advantage, the advantage will continue as 4 on 3 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.
3. The second overtime will be a five (5) minute sudden death 3 on 3 (three on three) period. If a team ended the game at the first overtime with a 4 on 3 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.
4. Each will pick three (3) players to take part in a shootout. The visiting team will shoot first. If no clear winner emerges from the first shootout; all designated players will have an opportunity to shoot unless it is evident by the score a clear cut winner can be determined;
5. Each team will pick three (3) different players to take part in the sudden death shootout. The visiting team will shoot first. If the first player scores the next player from the opposing team will have the opportunity to score. If this player does not score, the game is over and a winner is declared. If no clear winner emerges after the second shootout;
6. The teams will continue in a "sudden death" shootout, each using 6 players in the order they originally shot until the game is decided.
7. Any player serving a penalty shall not participate in the shoot out.
8. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
9. If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.