

Summer 2019 – Playoff Rules

The playoffs will consist of a weighted round robin based on Conference size, resulting in a Divisional Final. The day preceding the end of the Regular season, playoff schedules will be posted for all teams as soon as possible to facilitate personal schedules.

Once the schedule has been released, games cannot be rescheduled. There is little to no flexibility in ice times near the end of the season.

Eligible players must have played in 5 of 14 Regular Season games.

I. Playoff Re-Alignment

The league will consider reviewing the movement of any team it deems unable to compete in (this is usually a consideration of a with a post – alignment winning percentage below .200 and teams dominating with winning records above .850 for bump up in playoffs) will be considered for movement. This movement is at the league discretion.

II. Injured Players

The league will not entertain for any reason a request for injured players after the start of play-offs in each Conference. Authorization must be obtained in writing from the league to use any player below the games threshold. Last minute requests will NOT be entertained.

III. Playoff Format

The playoffs are played using a weighed round robin system. This system is used to give weighing to the higher seeding for team that finished higher in the Regular season standings. Teams will note in the schedule for the playoffs that higher Regular season seeding results in play lower placed teams for Division with 5 or more teams. The CRHL Playoffs structure will be a four (4) game weighed round robin with elimination games following and then a best-of-two game Division Final.

4 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 4 (x2), 1 vs 3, 1 vs 2, 2 vs 3 (x2), 2 vs 4, 3 vs 4

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Head-to-head
- 5) Goals For - Goals Against
- 6) Should a tie occur after steps 1, 2, 3 & 4 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

5 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 2, 1 vs 3, 1 vs 4, 1 vs 5, 2 vs 5, 2 vs 3, 2 vs 4, 3 vs 4, 3 vs 5, 4 vs 5

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Goals For - Goals Against
- 5) Should a tie occur after steps 1, 2, 3 & 4 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

6 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 4, 1 vs 6, 1 vs 3, 1 vs 5, 2 vs 5, 2 vs 3, 2 vs 6, 2 vs 4, 3 vs 6, 3 vs 5, 4 vs 5, 4 vs 6,

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Goals For - Goals Against
- 5) Should a tie occur after steps 1, 2, 3 & 4 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

7 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 4, 1 vs 7, 1 vs 5, 1 vs 6, 2 vs 6, 2 vs 3, 2 vs 7, 2 vs 5, 3 vs 7, 3 vs 4, 3 vs 6, 4 vs 7, 4 vs 5, 5 vs 6

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Goals For - Goals Against
- 5) Should a tie occur after steps 1, 2, 3 & 4 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

8 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 5, 1 vs 6, 1 vs 7, 1 vs 8, 2 vs 5, 2 vs 6, 2 vs 7, 2 vs 8, 3 vs 5, 3 vs 6, 3 vs 7, 3 vs 8, 4 vs 5, 4 vs 6, 4 vs 7, 4 vs 8

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Goals For - Goals Against
- 5) Should a tie occur after steps 1, 2, 3 & 4 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

IV. Ties

Round Robin, Consolation & Semi-Final Games

Shootouts will be conducted in all playoff games with a three shooter scenario, all shooters must be different. Teams will shoot at the same time.

If tied after three shooters, sudden death shootout is in play and continues until a winner is determined. Even after the first 3 shooters, all shooters must be different. Players who at the end of regulation time had unexpired time penalties of a Misconduct, Game Ejection, Game Misconduct, Gross Misconduct, Major or Match may not participate in the shootout. A player who was assessed a minor which remained unexpired at the conclusion of regulation time may participate in the shootout.

Final Games

League final will be a best of two games, on back to back nights, and the first team to 3 points wins. **The first game in the series will NOT go to a shootout or overtime if there is a tie, the game will end in the tie.** The second game of the 2 game series will follow overtime, shootout rules outlined below should both teams be tied at 2 points after regulation time.

For example, should TEAM A win the first game and TEAM B win the second game (tied at 2 points each), the clock will be reset to 0 and a 2 minute 3-on-3 OT and SO (if necessary) will follow. Next goal wins. If no tie is broken teams will proceed to shootout.

Penalties - Overtime

If regulation ends and neither team has reached 3 points, the game will enter overtime. Minor penalties **will not carry over into overtime**. Players who during the game had received penalties of a Misconduct, Game Ejection, Game Misconduct, Gross Misconduct, Major or Match may not participate in the overtime.

Penalized teams in overtime will play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will play 3 on 3.

If after 2 minutes of play neither team scores, teams shall nominate three different shooters at the conclusion of the game. If after these three different shooters complete their respective shots, the shoot-out remains tied, the shoot-out shall commence to sudden death shoot-out. Teams will continue to shoot until one team, scores and their opposition does not. Players may NOT be re-used in the shootout. Both teams will shoot at the same time. Players who at the end of regulation time had unexpired time penalties of a Misconduct, Game Ejection, Game Misconduct, Gross Misconduct, Major or Match may not participate in the shootout. A player who was assessed a minor which remained unexpired at the conclusion of regulation time may participate in the shootout.

V. Penalty Minutes – Player Suspensions

All players will have their Regular season PIM reset to 0 minutes. Players amassing 40 penalty minutes in the playoffs will be suspended for the duration of the playoffs.

VI. Protests

Protests must be submitted within 24 hours of the incident to the League Convener. The official protest form available in the Forms section of the CRHL website must be used.

All protest issues that involve use of illegal players must be determined at the rink on the night of play and final decisions will rest with the timekeepers for the given evening. If a player is believed to be illegal or playing under a false name – a representative from the protesting team will indicate the issue immediately prior to the 10 minute mark of the second period and it will be confirmed through an identification check (government ID will be used) by the timekeeper. Players unable to produce, who leave the game early and leave the game before showing the ID – or who use the excuse that they are not carrying ID will be presumed as illegal.

VII. Goalie Eligibility

Goaltenders are the only exception to the protest rule but must be approved by the league in writing prior to usage. *All replacement goalies and situations regarding injury player replacement (exceptional circumstances only) must be granted written approval from the main league contact, as noted at the end of this document.*

VIII. Contact

Any questions, comments, or concerns can be directed to the CRHL Convener:

convenor@crhl.com

