1. **QUICK REFERENCE DEADLINES:**
* Due date for team withdrawal from Playoff: Feb 5, 2023
* Due date to complete scheduling of all Playoff Round Robin games: Feb 12, 2023
* Due date to complete Playoff Round Robin games: March 8, 2023
* Due date to complete Playoff Final Championship: March 22, 2023
1. **PLAYOFF RULES:**
2. U11 through U18 divisions will play a minimum 6 (six) game total round robin series.
3. **NO OVERTIME** for Round Robin play.
4. Points- 2 points for win, 1 point for tie, 0 points for loss
5. Home advantage is determined by final league placing or initial seeding in the case of division movement.
6. Tie Breaking Rules:

i) Head to Head (2 teams only)

ii) Win Percentage

iii) Most number of wins

iv) Goals Against (least)

v) Goals For (most)

vi) Penalties in Minutes (least)

**Three or More teams tied**

1. Use in order, 1-6 from above. If one method places one or more teams in higher positioning then that positioning stands and the remaining tied teams will revert to the next tiebreaker method. Always work from the top position(s) down to get final order of standing

1. Championship Semi Final game - Top 4 teams in each Pool/Tier advance - must be completed by **March 18th**. Home ice to the higher seed team.

 Championship Finals - (U11) - One Game

* (U13-U18) Series to 4 Points must be completed by **March 22.**

\*\* **NOTE -** U18 - Tier 1 - Consolation Series to 4 points (winner is 3rd OMHA entry)

Home ice to the higher seeded team.

**Overtime - Semi Final and Finals**

In the event of a tie during any game: there will be one 5 on 5, Ten-minute, stop time, sudden victory, overtime period. Teams will not change ends in overtime period. Goalies may be removed for an extra skater at the coach’s discretion during overtime. Normal penalties will apply in overtime and time remaining on a penalty at the end of regulation time will be carried over in overtime. All OMHA rules apply. If the teams remain tied, the game will be decided by a shootout. The shootout will consist of 5 players as chosen from each team.  The team with the

most goals wins the game.  If teams are tied after 5 shooters, the shootout will continue using 1 shooter from each team until one team scores and the other team misses.  No player can shoot twice for their team unless numbers prevent otherwise. Once either team uses a shooter for the second time, the other team may begin the same. (Roster size smaller)

Visiting team shoots first.  If a player is serving a penalty at the end of the game, that player is not eligible to participate in the shootout.

**Game 3 of Finals (U13 to U18)**

Will consist of maximum 3 -10 min sudden victory overtime periods. Goalies remain in same net for the first OT period, switch ends for the second, and go back to the original net for 3rd OT period. Shootout procedure to occur if there is not a winner decided after 3rd OT. Flood after the second Overtime.

1. Playoff games **must** be:
* Scheduled by the Home Centre into TheOneDB **prior** to playing the game.
* The Playoff Convenor and chair will be sent an electronic verification from TheOnedb stating that games have been scheduled, which acts as the agreement between the Centres to play a game.
* Scores posted on TheOnedb within 24 hours by the HOME Centre.
1. Paper Game sheets must be uploaded for League Statisticiansby the home centre **within 24 hours** of game completion.
2. Period lengths - Round Robin will not be less than 10–10–15 for U11,U13, and 10-15-15 for U15,U18.
* Semi Final and Finals will not be less than 10-15-15 for U11,U13 and 15-15-15 for U15,U18.
1. Completion dates as set on the Playoff Flow Charts **must** be strictly adhered to.
2. Each team will be allowed 1 – 30 second timeout per game.
3. No curfews.
4. Once a game is posted on TheOneDB it is a legal binding contract. In order to make a change, the changes must be approved by both centers or a designated representative from their Association.
5. Review uploaded game sheets, once signed it is a legal binding contract and needs to include the date, time, venue, period lengths, flooding when required, game number and appropriate signatures.
6. It is the host/home centre that is responsible for posting on the TheOneDB and uploading completed game sheets as they (HOME Centre) will be the centre that would be issued fines should they fail to fulfil their obligations regarding contracts and game sheets.
7. **Referees -** Local assignors will schedule the referees for the round robin games. OMHA assignors will schedule referees for Semi Final and Finals. **REMINDER:** Superbowl Sunday and Valentine’s day pose difficult to schedule referees.
8. **Reasons to Reschedule a Region 5 Playoff Game:** Weather. Refer to OMHA Regulation 10.1 Postponement. IF there is another reason to reschedule a game, it must be REASONABLE and agreeable to both centres.
9. **DEFAULTS** - A Team defaulting a game in the Region 5 Playoffs shall lose the two (2) points associated with the default and lose all **League** privileges for the remainder of the Playoffs. The score of the game will be recorded as 5-0. The defaulting team will be required to pay the GBMHL/MPSHL $**1,000**/game; the GBMHL/MPSHL will reimburse the Opposing Centre for submitted expenses.