



MISSISSAUGA HOCKEY LEAGUE 2002-2003 PLAYOFF FORMAT

In accordance with Rule 19.01, the Mississauga Hockey League has adopted the following format for playoffs this season as follows

1. GENERAL PLAYOFF RULES

- a) Teams are scheduled according to their final standings. Ties in standings will be determined according to MHL Regulation 30.
- b) Playoffs are set up according to the number of teams involved in the Category. **ALL TEAMS QUALIFY FOR THE PLAYOFFS.**
- c) Teams must be ready to play ten (10) minutes prior to game time in the event the previous game ends early.
- d) Teams must stand ready to play on EIGHTEEN (18) HOURS NOTICE.
- e) Home ice does not apply during playoffs.
- f) Any player who is guilty of any offence that warrants suspension beyond his team's remaining games will serve the balance thereof at the start of the following season.
- g) **A team involved in the playoffs may be granted permission to enter GTHL, OMHA and Minor Hockey Alliance sanctioned tournaments only, conditional on keeping their MHL playoff schedule commitments.**
- h) **In Championship Round games only, each team will be permitted one 30-second time-out.**

2. PLAYOFF START DATES

TBA 2003	<i>"A" Teams' Elimination Round starts (see 4 below)</i>
TBA 2003	<i>House League Teams' (including Minor Novice Major) Elimination Round starts (see 4 below)</i> <i>"A" Teams Round Robin Series Starts</i>
TBA 2003	<i>House League Round Robin Series Starts</i>
TBA 2003	<i>Semi Finals Start</i>
TBA 2003	<i>Finals Start</i>

3. **OVERTIME**

- In the Elimination Round there will be no overtime after the first game. If the teams are tied in total goals after the second game, overtime will be played.
- There will be no overtime in the Round Robin Series.
- In the Semi-Final and Final Rounds there will be no overtime in games 1 and 2.
- If teams are tied with two points after two games and the third game ends in a tie, overtime will be played. Similarly if teams are tied with three points after three games and the fourth game ends in a tie, then overtime will be played.

All overtime will be played in accordance with Rule 18.

Refusal of any team to continue overtime as required by the MHL Playoff Committee will result in that team being withdrawn from further playoff competition.

4. **ELIMINATION ROUND**

All Categories that have 12, 11, 10, 9, 8, or 7 teams in their level will play a two game total goals Elimination Round. All Categories will be reduced to a SIX-team loop before the Round Robin Series commences. In the Elimination Round, the winning teams advance to the Round Robin Series. In the Categories that have only 4 or 5 teams, after completion of the Round Robin Series the top two teams advance directly to the Final Round.

The Elimination Round format and number of games for each team per round is as follows:

No. of Teams in Category	Elimination Rotation	Elimination Round Games/Team	Round Robin Games/Team	Semi-final Round Games/Team	Final Round Games/Team
4	None	0	3	0	2 to 4
5	None	0	4	0	2 to 4
6	None	0	5	2 to 4	2 to 4
7	6 vs. 7	2	5	2 to 4	2 to 4
8	5 vs. 8 6 vs. 7	2	5	2 to 4	2 to 4
9	4 vs. 9 5 vs. 8 6 vs. 7	2	5	2 to 4	2 to 4
10	3 vs. 10 4 vs. 9 5 vs. 8 6 vs. 7	2	5	2 to 4	2 to 4

11	2 vs. 11 3 vs. 10 4 vs. 9 5 vs. 8 6 vs. 7	2	5	2 to 4	2 to 4
12	1 vs. 12 2 vs. 11 3 vs. 10 4 vs. 9 5 vs. 8 6 vs. 7	2	5	2 to 4	2 to 4

5. **ROUND ROBIN SERIES**

The Round Robin Series format is as follows:

- (a) Each team will play each other once for a maximum total of five games. Maximum games to be determined by the number of teams in the Round Robin, if less than six teams.
- (b) During Round Robin play, teams will be awarded 2 points for a win, 1 for a tie and 0 for a loss. Round Robin points to decide 1st, 2nd, 3rd and 4th place championship round teams.
- (c) In the event of a tie at the end of the Round Robin Series, for any position, the following procedure will be used to break the tie:

A. **TIES IN ROUND-ROBIN STANDINGS**

In the event of a tie at the end of the round-robin series, for any position, the following procedure will be used to break the tie:

If Two (2) Teams are tied in Round Robin Series

If two teams are tied at the conclusion of a round robin series then the following procedure will be used to determine the final ranking before the semi-final and final games are played. Process adopted from the Canadian Hockey Association – November 22, 2001

- 1 The winner of the round-robin game between the two tied teams gains the higher position.
- 2 The team with the most wins in the round robin gains the higher position.
- 3 If still tied, then the team with the best goal average gains the highest position. The goal average of a team is determined as follows:

Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position.

Example: Goals for 10; goals against 4; 10 divided by 14 = 71.4%

NOTE: ALL ROUND ROBIN GAMES are included.

- 4 If still tied, the team that scored the first goal in the game between the two tied teams gains the highest position.
- 5 If still tied, then a single coin toss will determine which team gains the highest position.

B. IF 3 OR MORE TEAMS ARE TIED:

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If 3 or more teams are tied, the point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding which team(s) shall advance.

- 1 The team with the most wins gains the highest position.
- 2 If still tied, then the team with the best goal average gains the highest position. The goal average of a team is determined as follows:

Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position.

Example: Goals for 10; goals against 4; 10 divided by 14 = 71.4%

NOTE: ALL ROUND ROBIN GAMES are included.

- 3 If teams are still tied after B.1. and B.2., the team with the fewest goals against (all round robin games played) will gain the highest position.
- 4 If teams are still tied after B.1., B.2. and B.3. the team with the most goals for (all round robin games played) will gain the highest position.
- 5 If the teams are still tied after B.1., B.2., B.3., and B.4. have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

6. CHAMPIONSHIP ROUNDS

a) Semi-Final Round

The Semi-Final Round will be a four (4) point series. First team to achieve four points wins the series. Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.

1st place vs. 4th place from Round Robin
2nd place vs. 3rd place from Round Robin

The only exceptions are the Round Robin loops with 4 and 5 teams where there will be no Semi-Final Round and the top two finishers will advance directly to the Final Round.

b) Final Round

The winners of the semi-final games will play a four point Final Round. First team to achieve four points wins the series. Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.