

Playoffs

- All teams will participate in the playoffs regardless of their regular season standing. Special playoff rules and regulations are published. The convenor may at his/her discretion change the times and rules of the playoff format – these changes will be communicated to all coaches before the playoffs begin.
 - In the event of a tie in the final league standings, the higher position for playoff will be decided by:
 - A. Most wins in the season
 - B. Most wins in games between the two teams
 - C. If still tied, the best goals for minus goals against
 - D. If still tied, the most goals for
 - E. If still tied, the least goals against
 - F. If still tied, FLIP A COIN!
- 3 Goal Limit for players remains in effect (see OT rules for those situations)
- On Finals Day a trophy will be presented to each team and an individual trophy to each player team. Each player on the opposing team will receive finalist award.
- **For all divisions ATOM and younger, no goaltender shall play in two consecutive playoff games**
 - If the convenor determines that these rules are not being adhered to, the Convenor will stop the clock, sound the buzzer, speak to the Referee and Head Coach of the offending team and assess a 2 minute minor penalty to the player receiving the extra ice time.

EQUAL ICE-TIME RULES

The philosophy of equal ice time applies at all times. This is most important to the North Toronto Hockey Association and Coaches are required to adhere to this philosophy

- EQUAL ICE TIME IS TO BE GIVEN TO EACH PLAYER REGARDLESS OF ABILITY.
- Every player must be on the ice at least every third shift and no more often than every second shift.
- All 5 players should be changed at the same time. If done during play, it may be done gradually but all 5 should be changed.
 - Shifts should be roughly the same duration and should be limited to a maximum of 2 minutes or even less at the older age groups. The 2.5 minute buzzer system will only be used in the Minor Novice and Novice Divisions.
- Players may not be used out of regular rotation nor may the normal length of the shifts be changed towards the end of a game.
- If a player on the ice is injured and must come off before the normal line change, the player should be replaced by the player's alternate in that position who would follow the player in the normal line rotation. If the injured player is unable to return to the game, the two normal alternates in that position (if 2 normally) will be rotated to the end of the game.
- Abuse of the intent of the equal ice time rule will, at the Convenor's discretion, result in a 2 minute bench penalty to be served by the player receiving the extra ice time.
- House League play is not an opportunity for the Coach to "showcase" select players. All players must get equal ice time regardless of ability.

Pulling the Goalie:

There may be a situation where a coach decides to pull his goalie. This is fine, provided the following rules are adhered to:

- Goalies cannot be pulled **until** the last 5 minutes or last 7.5 in buzzer divisions unless in the event of a delayed penalty
 - Players replacing the goalie should be the player that would be going on the ice first at the next buzzer (for buzzer div only) i.e don't move your best player past everyone else on the bench
 - In MA/A and Older, goalies can be replaced by any player but special consideration should be paid to the player that would have been next to go onto the ice if a normal line change were to occur.

Game Time/Lengths:

Only the finals day has extra time for games, so we need to adhere to the same ice time constraints we had all season, therefore the playoff rules posted will be amended to reflect the following:

- Round Robin = 3x15 no OT (Ties are worth 1 point)
- Semi's = 3x12.5 + OT + Shootout if required. Stops at 5 shooters. If still tied after 5 shooters then highest regular season seed moves on.
- Finals = 3x15 + OT + 5 player Shootout, then sudden death shootout one player each team until one scores and one doesn't OR all players have shot once. If one team has more players, the team with the lesser amount of players resumes the shootout order until the other team has gone through all players. If still tied highest regular season team wins.

Coaches must submit their shootout order before the game

Overtime and Shootout in Semi-Finals:

- If tied after regulation there will be overtime
 - 7.5 minute non sudden death run time in buzzer divisions
 - 5 min non sudden death run time in Atom and MPW/PW
 - 5 min sudden death stop time in MBBMM and MJ
- If still tied after OT there will be a shootout
 - 5 players from each team will shoot (1 per team simultaneously)
 - For mix select/non select division the order of shooters must be:
 - Non-Select>Select>Non-Select>Select>Non-Select
 - For mix age group division there must be a mix in age groups shooting
 - For example the MA/A would have 2 MA and 2 Atom, the 5th shooter can be of either div.
 - For MBBMM which has 3 ages there must be 1 from each of the age groups, 2 should be from the minor bantam age group.
- If a player has scored 3 goals in regulation they cannot score in Overtime, however they would be eligible to shoot in a shootout.
 - If Still tied, a 5 player shoot out will take place. The order must be Non-Select, Select, Non-Select, Select, Non-Select. For those divisions that have multiple ages at least 2 from each age group must be represented in the 5 shooters.
 - On Finals Day, If after 5 players there is still a tie, the shootout moves to a Sudden Death format, following the same order (non-select, select) All players (excluding the goalie) must have a chance to shoot before players are repeated

FOOD AND DRINKS

- We remind you that the Arena Board does not allow food or drinks to be brought into the Arena at any time, including the play-offs. Please ensure that any food or drinks required for team celebrations are purchased at the Arena Snack Bar. Please be fair, have fun and may the best team win!