

DISTRICT 6 PLAYOFF RULES

15. TEAM PARTICIPATION AND TIE BREAKERS

- 15.1 The purpose of the District playoffs is to determine which team(s), will advance to the Minnesota Hockey Regional and State tournaments in the event the District can send more than one team. The District 6 playoff system is only applicable to Peewees, Bantams, 12U, and 15U. Teams are seeded in the District playoffs according to their final league standings.
- 15.2 In case of a tie for any position in the final league standings, district seeding will be determined by applying the following criteria in order of definition:
 - 15.2.1 Head to head competition among the tied teams, determined by points (2 for a win, 1 for a tie, 1 Fair Play point). The position of each team is determined in order of highest total point count, regardless of the number of times the tied teams met in league play.
 - 15.2.2 Most wins in League play.
 - 15.2.3 Fewest losses in League play.
 - 15.2.4 Most Fair Play points earned in League play.
 - 15.2.5 Largest goal differential among tied teams.
 - 15.2.6 Greatest quotient; goals for divided by goals against among the tied teams.
 - 15.2.7 Largest goal differential for all league play.
 - 15.2.8 Greatest quotient, goals for divided by goals against for all league play.
 - 15.2.9 Flip of a coin done by league official in the presence of the District Director.
 - 15.2.10 In the event of a three-way tie, using tie-breaker rules beginning with 15.2.1 will be used to determine the #3 seed amongst the tied teams. The #3 seed is then eliminated. The remaining two teams will start over beginning with tie-breaking rules in 16.2.1 to determine final seeding.
 - 15.2.11 In the event of a four-way tie, the same process will be used to eliminate the lowest remaining seed. When a position has been determined by the criteria in 1-5, and there are at least two teams remaining in a tied condition, then the tie breaking criteria will be reinitiated among the remaining teams.
- 15.3 Teams that are tied at the end of regulation time each receive one point. If a sudden death overtime period is played, the team scoring first will receive one additional point.

16. DISTRICT PLAYOFF ADMINISTRATION

- 16.1 The District Director is the director of District playoff tournaments. The District Director may delegate the authority to run tournaments.
- 16.2 The sites for "Championship Day" for the AA, A, B1, B2 and C levels will be determined on a rotational basis.
- 16.3 In the event that an Association cannot provide the ice but agrees to be host, the other Associations may volunteer their arenas.
- 16.4 Junior Gold and 16U teams play in the Metro Hockey League, which administers league play and playoffs to determine which teams progress to regional playoffs and the state tournament. Playoffs at the Mites, Squirts, or Girls 10U levels are prohibited by District 6. District 6 does host a season-ending Tournament for the Squirt and 10U levels.
- 16.5 Each association is responsible for establishing a District Playoff Director. This individual will be responsible for day-to-day administration of their District 6 Playoffs.

17. DISTRICT 6 PLAYOFF FORMAT

- 17.1 All Bantam, Peewee, Girls 19U, 15U, 12U levels will participate in season ending District 6 Playoffs.
 - All teams participating in District 6 League Play will advance to District 6 Playoffs and will be seeded based on final league standings as outlined in Section 16.
- 17.2 The playoff format will incorporate a double elimination format involving the final six (6). This is subject to change. Final brackets will be posted on the District 6 website by January 1.
 - In the event that a level is split into two (2) leagues due to a high number of teams (example: Pee Wee C American/National), each league will conduct a playoff format where all teams play a single game format until the final four (4) teams remain in each league. The final four (4) teams from each league (American/National) teams will participate in a double elimination format until a League Champion and Runner-up is determined.
 - League Champion from both leagues (American/National) will play one (1) game to determine overall District 6 Champion. This game will be played during Championship Weekend.
 - League Runner-up from both leagues (American/National) will play one (1) game to determine overall District 6 3rd place.
 - League awards will be presented to the overall Champion, Runner-up and Third Place game. Please note-playoff awards will not be presented to American and National League Champions, Runner-up and Third Place games.

17.3 Playoff Operating Rules:

- The playoff requires that all games be played in a numerical order.
- When possible, games will be played in two game sets with each set being allocated 2 hours of ice.
- In a two-game set, the second game will begin immediately following the previous game.
- Single games should be allocated 90 minutes of ice.
- There must be at least four (4) hours between the scheduling of sets and/or single games. The four (4) hour stipulation is a Minnesota Hockey ruling and is the time between the scheduled ending of a set of single and the beginning of the next scheduled game.
- NOTE: Reasonable attempt will be made to avoid the playing of two games by the same team in one day.

18. PLAYOFF OVERTIME RULES

- 18.1 In the event of a tie score at the end of regulation play, following a one (1) minute rest, sudden death overtime play shall ensue for a five (5) minute stop time period. The first team to score a goal in the overtime period shall be the winner. If neither team has scored during the five (5) minute overtime period, the two teams shall be allowed a one (1) minute rest period. A second five (5) minute stop time sudden death overtime period shall follow with both teams skating (1) player short (4 on 4).
- 18.2 If neither team has scored during the 2nd five (5) minute overtime, the two teams will proceed to a shootout. Each team will provide 5 players to participate in the shootout.
- At the end of the 5 player shootout, the team with the most goals will be declared the winner.
 - In the event that the teams are tied, a second round of shootouts will take place on a sudden death shootout format. Each team will shoot once which will constitute one round. A new player must be used for each round.
 - Note: Anytime in the second overtime period, if a penalty would place a team below three (3) players, the following shall ensue: The non-penalized team shall play in accordance with the number of penalties assessed until the next stoppage of play after the penalty has expired.
 - Note: During overtime and shootout's teams will not switch sides. 18.3 District 6 playoff games (including Wild Card Games) shall be 15-minute stop time for all three periods. Whenever a team has a six (6) goal lead in the 3rd period, the game will be played in running time format. The game will revert back to stop time if the lead is 5 goals or less. There will be a five (5) minute warm-up before each game.
- 18.4 Ice Resurface:
- During single games, the ice will be resurfaced between the 2nd and 3rd period.
 - During two game blocks, the first game will begin on clean ice, the ice will be resurfaced every two (2) periods. Example: Game 1 – ice will be resurfaced between the 2nd and 3rd period. Ice will not be resurfaced between games 1 and 2. Game 2 will have the ice resurfaced between the 1st and 2nd periods.

- The tournament director may use discretion as to whether re-surfacing is needed after an overtime period before the beginning of the next scheduled game.

- 18.5 All minor penalties will be two-minute duration.
- 18.6 Home team is the original highest seeded team.
- 18.7 A one (1) minute timeout is allowed per team per game.
- 18.8 Goal Judges shall be used for all Championship Weekend games.

19. DISTRICT 6 PLAYOFF TROPHIES AND AWARDS

- 19.1 Individual medals will be awarded to each player, coach, and manager of the Championship, Runner-up, and Third place teams.
- 19.2 Awards will be presented by Board Members of District 6.

20. SEEDING TO MINNESOTA HOCKEY REGIONS/STATE TOURNAMENT

- 20.1 If District 6 is allowed to send three or more teams directly to the Minnesota Hockey Regional or State Tournament, the Regular Season League Champion will receive an automatic bid. The District 6 Playoff Champion will advance as the number one seed. The District 6 Playoff Runnerup will advance as the number two seed. The third place team from the District 6 Playoffs will advance as the number three seed. In the event that the Regular Season League Champions is not one of the top three seeds (of the lowest seed) from the District 6 Playoffs, the Regular Season League Champion will advance as the number three seed (or the lowest guaranteed seed).
- 20.2 If the District is allowed to send two teams directly to the Minnesota Hockey Regional or State Tournament, the winner of the District 6 Playoffs shall advance to the Regional or State Tournament as the number one seed and the District 6 Playoff Runner-up shall advance as the number two seed.
- 20.3 The number of teams District 6 is allowed to place in the Minnesota Hockey Regional or State Tournament determines which team(s) advances to the Regional or State Tournament as well as their respective seed(s) at the Regional or State Tournament. (See Minnesota Hockey Handbook).