



KMHA Recreation Playoff Rules

All periods are 20 minutes in duration.

1st period: Run Time 2nd Period: Run Time 3rd Period: Stop Time

Ice clean will take place between each game.

There is no overtime in the round robin games.

One 30 second timeout will be permitted.

Running time minor penalties: 3 minutes - Double minor is 6 minutes

Running time major penalties: 5 minute major is 7 minutes.

5 minute warm up will start when the ice is ready and both teams are on the ice.

Delays in any game totaling over 5 minutes may result in an adjustment of the third period at the discretion of the referee.

Teams will be awarded 2 points for a game win and 1 point for a tied game and 0 for a loss.

Point totals from the round robin games will determine seeding for quarter finals.

Please see the next page for the tie breaking rules.

OVERTIME (Quarterfinals, Semifinals or Championship Game):

If teams are tied following regulation play there will be a 1 minute break followed by sudden death overtime. Overtime will be 3 on 3 until a winner is declared.

KMHA Tie Breaking Rules

5.26 Tie Breaking Procedure

In the event Teams are tied for a playoff position after a Round Robin series is completed, the following procedure shall be utilized to determine the placing of the tied teams:

a) If two (2) teams are tied, the winner of the Round Robin game between those two (2) teams will receive the higher placing. If three (3) or more teams are tied, the team which has accumulated the most points in games against the tied teams will receive the highest placing, the team with the next most points in games against the tied teams will receive the next highest placing, and so on. In the case of three (3) or more teams being tied all teams must have played against one another for this scenario to be applied.

b) If any teams remain tied after (a) has been applied, then the Team with the most wins in the round robin series (note that this includes all games in the round robin series and is not limited to games between the tied teams only) will receive the higher placing, and so on.

c) If any teams remain tied after (a) and (b) have been applied, then the team with the best goal average in games between the tied teams will receive the higher placing, and so on. The goal average of the teams is to be determined by dividing the total number of goals for and against into the total number of goals for, with the Team having the highest percentage will be awarded the higher position.

d) If any teams remain tied after (a), (b) and (c) have been applied, then the team with the best goal average in the round robin series (note that this includes all games in the round robin series and is not limited to games between the tied teams only) will receive the higher placing, and so on. The goal average of a team is to be determined by dividing the total number of goals for and against into the total number of goals for, with the Team having the highest percentage will be awarded the higher position. (Example: Goals for 10, goals against 4; percentage is $10/14 = .714$). In determining the goal average the maximum goal differential that may be applied in any single game shall be seven (7).

e) If any teams remain tied after (a), (b), (c) and (d) the team that received the least minutes in penalties in the round robin games between the tied teams will receive the higher placing, and so on.

f) If teams are still tied after all previous methods have been applied, then the winner of the playoff position will be decided by the toss of a coin.