

DISTRICT 6 PLAYOFF RULEBOOK

2019-20

15. TEAM PARTICIPATION AND TIE BREAKERS

15.1 District playoffs are applicable to all Peewees, Bantams, 12U, 15U, and 19U age categories. Within these age categories, all AA, A, B1, and B levels will compete for the ability to advance on to the Minnesota Hockey Regional and Play-in Tournaments. Traditionally 15UB teams have advanced directly to MH Regions and/or Play-in games and 19UB teams have advanced directly to MH State Tournament. This is determined by Minnesota Hockey.

All other levels within these age categories (B2 and C) will compete in a District Playoff. All Squirt and 10U levels will have the option to compete in a District season-ending Tournament.

15.2 **Advancing to Minnesota Hockey Regions.** MH will determine the number of teams advancing to MH Regions and that information is posted on the Minnesota Hockey website (www.minnesotahockey.org). For 6 age categories and levels that are competing for Regional Tournaments, District 6 will follow this format:

- When three (3) D6 teams are advancing to MH Regions, the regular season league champion will earn an automatic bid to MH Regions and will go as the lowest guaranteed seed in the event of an early playoff exit. All other seeds will be determined via District Playoffs.
- When two (2) D6 teams are advancing to MH Regions, the regular season league champion DOES NOT earn an automatic bid to MH Regions. The two district seeds will be determined solely on District Playoffs.

15.3 **District Playoff seedings.** Teams will be seeded based on final league standings. In the event of a tie in the standings, the seeding will be determined by applying the following criteria in order of definition:

15.3.1 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.

15.3.2 Most wins in League play.

15.3.3 Fewest losses in League play.

- 15.3.4 Most Fair Play points earned in League play.
- 15.3.5 Largest goal differential among tied teams.
- 15.3.6 Greatest quotient; goals for divided by goals against among the tied teams.
- 15.3.7 Largest goal differential for all league play.
- 15.3.8 Greatest quotient, goals for divided by goals against for all league play.
- 15.3.9 Flip of a coin done by league official in the presence of the District Director.
- 15.3.10 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.
- 15.3.11 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.

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 15U, and 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 brackets will consist of both single and double elimination formats and will incorporate a double elimination format involving the final four (4) remaining teams. This is subject to change. Final brackets will be posted on the District 6 website by January 1.
- In the event that an age category and level are split into two (2) division due to a high number of teams (example: Pee Wee C American/National), each division 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 both division (American/National) teams will participate in a double elimination format until a League Champion, Runner-up, and Third Place is determined.
 - 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-games 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 three (3) hours between the scheduling of sets and/or single games. The three (3) 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.

- 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.
- 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. No player will be allowed to shoot twice until all players on the bench have participated in the shootout.
- 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.