

TCHL Play-off Format 2024-25

U18 - 13 teams

Game length - 10-15-15 (flood between 2nd & 3rd if permitted by the home facility)

<p>A Division Top 6- single round robin 5 games (Feb 18 - Mar 8) Semi-Final 4 @ 1; 3 @ 2 (March 19-21) Semi-final winners play on Championship Day</p>	<p>B Division Bottom 7 - single round robin 6 games (Feb 18 - Mar 8) Semis - 4 @ 1; 3 @ 2 (Mar 19-21) Semi-final winners play on Championship Day</p>
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U15 - 14 teams

Game length - 10-15-15 (flood between 2nd & 3rd if permitted by the home facility)

<p>A Division Top 7- single round robin 6 games (Feb 18 - Mar 8) Semis - 4 @ 1; 3 @ 2 (Mar 19-21) Semi-final winners play on Championship Day</p>	<p>B Division Bottom 7- single round robin 6 games (Feb 18 - Mar 8) Semis - 4 @ 1; 3 @ 2 (Mar 19-21) Semi-final winners play on Championship Day</p>
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U13- 18 teams

Game length - 10-15-15 (flood between 2nd & 3rd if permitted by the home facility)

<p>A Division Top 8 - 2 pools of 4 (double RR within pool) 6 games (Feb 18 - Mar 8) Top 2 advance to semis 2nd pool A @ 1st pool B (Mar 19-21) 2nd pool B @ 1st pool A (Mar 19-21) Semi-final winners play on Championship Day</p>	<p>B Division Bottom 10 - 2 pools of 4 (double RR within pool) 8 games (Feb 18 - Mar 19) Top team from each pool advances to the Championship Day</p>
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U11 - 22 teams

Game length - 10-10-15 (1.25-1.5 hrs) or 10-10-10 (1 hr)

<p>White Division (unbalanced teams) H & A + H/A (LM White, KC White, MS Gold) 6 games (Feb 18 - Mar 17) Top 2 play-off @ 1st (Mar 19-21)</p>	<p>Red Division (bottom 4 teams) Bottom 4 - double round robin 6 games (Feb 18 - Mar 17) Top 2 play-off @ 1st (March 19-21)</p>
<p>A Division 8 teams - 2 pools of 4 (double RR within pool) 6 games (Feb 18 - Mar 8) Top 2 advance to semis 2nd pool A @ 1st pool B (Mar 19-21) 2nd pool B @ 1st pool A (Mar 19-21) Semi-final winners play on Championship Day</p>	<p>B Division 7 teams (12th-18th -single round robin) 6 games (Feb 18 - Mar 8) Top 4 advance to semis Semis - 4 @ 1; 3 @ 2 (Mar 19-21) Semi-final winners play on Championship Day</p>

Rules:

- Teams are permitted one (1) thirty-second timeout per game.
- No overtime in round robin games.
- Ties in standings will be broken applying the OMHA Round Robin Tiebreaker Procedures, below.
- Curfews should be avoided. In the event that a curfew cannot be avoided, then OMHA Regulation 8.3 shall be followed to complete the game within the time period available.

Round Robin Tiebreaker Procedures

In the event of a tie at the end of the round-robin, for any position (1st, 2nd, etc.), the following procedure will be used to break the tie:

TWO TEAMS TIED

1. Head to head winner - The winner of the round robin game between the two tied teams will gain the higher seeding position.
2. The team with the most wins in the round robin gains the higher position.
3. If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. All round robin games to be included.

4. If the two teams are still tied after the first, second and third options, the team with the least number of penalty minutes throughout all round robin games, gains the higher position.
5. If the two teams are still tied after the first, second, third and fourth options, then the team which scored the first goal in the game between the tied teams gains the higher position.
6. If the two teams are still tied after the first, second, third, fourth and fifth options, a single coin toss will determine which team gains the higher position.

THREE OR MORE TEAMS TIED

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th 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.

1. If three teams or more 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.
2. The team with the most wins (among tied teams) would gain the highest position.
3. If teams are still tied after the first and second options then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. All round robin games to be included.

The above exercise establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

SCENARIO 1:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = 3 seed – Does Not Advance

Team 3 - .650 = 2 seed – Advances **

SCENARIO 2:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = Still tied with team 3 – go to the next scenario

Team 3- .500 = Still tied with team 2 – go to next scenario

SCENARIO 3:

Team A – .650 = Still tied with team B – go to the next scenario.

Team B - .650 = Still tied with team A – go to the next scenario.

Team C - .500 = Does not advance

4. If teams are still tied after the first, second and third options, the team with the most goals for (all round robin games played) will gain the highest position.
5. If teams are still tied after the first, second, third and fourth options, the team to qualify would be the team that received the least number of penalty minutes throughout all the round robin games.
6. If teams are still tied after the first, second, third, fourth and fifth options, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position. (Three coins are tossed.)

TCHL Semi-Finals

Any division with semi-final games, the rules will be as follows:

1. Home ice advantage will be awarded to the team that finished highest in the playoff round robin.
2. A 1.5 hour time slot shall be booked for the U11 Semi-Final games. A two (2) hour time slot shall be booked for the U13, U15 & U18 Semi Final games.
3. Game length shall be 10-10-15(U11), 10-15-15 (U13, U15, & U18).
4. There will be a flood between the 2nd and 3rd period (U13-U18), if one is permitted by the local municipality for the amount of ice booked for the game. If a flood between the 2nd and 3rd period is not typically permitted by the municipality for the amount of ice time booked, then a flood will not be required.
5. Teams are permitted one (1) thirty-second timeout per game.
6. Should the teams be tied at the end of Regulation time, then a five (5) minute 4-on-4 sudden victory overtime will be played with a 2-minute break between the 3rd period and 1st overtime. Teams will not change ends for this first overtime period.
7. If the score is still tied at the end of the first overtime period, a second five (5) minute 3-on-3 overtime period will take place. Teams will change ends for this second overtime period.
8. If a game is still tied after 2 overtimes, the winner will be determined by a shootout:
 - i. 3 vs 3 shooters. The home team will elect to shoot first or second.
 - ii. If still tied after all 3 shooters, a 1 shooter vs 1 shooter sudden victory will take place.
 - iii. No player can shoot twice until all team members have taken a shot.
 - iv. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout.
 - v. Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.
9. Curfews should be avoided in the Semi Final game. In the event that a curfew cannot be avoided, then the length of the game shall not be adjusted. Instead, a single 3-on-3 overtime period will take place, followed by a shootout, per above.

TCHL Finals

1. Game length shall be 10-10-10 (U11), 10-10-15(U13), 10-15-15 (U15 & U18).
2. Floods will occur before each game and between the 2nd and 3rd periods of the U15 and U18 games.
3. Teams are permitted one (1) thirty-second timeout per game.
4. Should the teams be tied at the end of Regulation time, then the following will be applied:
 - o 5 on 5 players for a minute of overtime; 4 on 4 players for a minute; 3 on 3 players for a minute; 2 on 2 players for a minute and 1 on 1 player for a minute (until a team scores); no player changes during each minute, no player can play 2 consecutive minutes in overtime; when it is 1:1 and a penalty is called, it goes to 2:1; at the conclusion of the penalty and after a whistle, play returns to 1 on 1.

TCHL Play-off scheduling meeting

U11, U13, U15 & U18

Wednesday February 12 - Lindsay arena 6:00 PM

Divisions were determined using points % standings as of games submitted by Feb 10 at midnight.

See play-off format for game dates & details.

TCHL Championship Day

Sunday March 23 @ Omemee

8:00 AM U9 B Division 10-10-10
9:00 AM U9 A Division 10-10-10
10:00 AM U11 B Division 10-10-10
11:00 AM U11 A Division 10-10-10
12:00 PM U13 B Division 10-10-15
1:15 PM U13 A Division 10-10-15
2:30 PM U15 B Division 10-15-15
4:00 PM U15 A Division 10-15-15
5:30 PM U18 B Division 10-15-15
7:00 PM U18 A Division 10-15-15

Note: Floods will occur before each game and between the 2nd and 3rd periods of the U15 and U18 games.