



HVHSIHA

HVHSIHA Regular Season and Playoff Formats & Tie-Breakers

The playoff format will be reviewed and revised if necessary by the Board prior to the start of the season. The goal for each Regular Season will be to construct a balanced, round robin schedule that sees every team play every other team in their league an equal number of times. The goal for each season's Playoff Format will be to involve all teams with a minimum of two post-season games, if possible. This may include play-in games and/or consolation games. If the Board so desires, it may establish a committee to review and recommend action to the Board.

Tie Breaking Rules to Determine Regular Season Standings and Position Seeding for League Playoffs and State Tournaments.

Regular Season Tie Breakers

Teams will be ranked by Points (Wins * 2 + Ties)

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format.

Percentage (Wins / Games * 100)

Head to Head

Head to Head Tie Breakers:

If one tiebreaker establishes a position for one or more of the teams, each team is placed in the applicable position. Once a team is placed, the remaining teams shall start the tie-breaking process over again.

The head to head tie-breaker formulas are as follows:

The results of the games played head to head between the teams tied in the following order:

1. Most points.
2. Most wins.
3. Differential-Subtracting goals scored against from goals scored in these games, the positions being determined in the order of the greatest surplus.
4. Quotient-Dividing the goals scored in these games by the goals scored against, the position being determined in the order of the greatest quotient. A quotient involving dividing by zero (0) has a higher standing than a quotient from dividing by any other number other than zero. Where two or more



teams have no goals against and the quotient tie-breaker is required, the team shall be ranked high to low in descending order of “goals for”.

If the tie still exists after applying the above formulas, the tie will be broken using the results of all the games played by the teams tied in the following order:

1. Most wins.
2. Differential-Subtracting goals scored against from goals scored in these games, the positions being determined in the order of the greatest surplus.
3. Quotient-Dividing the goals scored in these games by the goals scored against, the position being determined in the order of the quotient. A quotient involving dividing by zero (0) has a higher standing than a quotient from dividing by any other number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the team shall be ranked high to low in descending order of “goals for”.
4. Most periods won - In games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Position shall be in the order of highest point total.

Playoff Tie Breakers

Overtime periods (up to two) will be played in all playoff games that end in a tie after regulation time has expired.

First OT Period: If a game is tied following regulation play, one 4-on-4 5-minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a three (3) minute rest period. The teams will remain on the ice. The teams will not change ends. Penalties that carry-over from regulation, or occur during this OT period will be played 4-on-3, or 5-on-3 as dictated by either a 1 or 2 man advantage. Penalized players will return to the ice when penalty time expires and any required change to the total player count will be adjusted at the next stoppage of play.

Second OT Period: If a game is still tied following the first OT period, a 3-on-3 5-minute sudden death overtime period shall be played. At the completion of the first OT, the tied teams shall receive a one (1) minute rest period. The teams will remain on the ice. The teams will not change ends. Penalties that carry-over from the first OT period, or occur during this OT period will be played 3-on-2, or 4-on-3 as dictated by a 1 or 2 man advantage. Penalized players will return to the ice when penalty time expires and any required change to the total player count will be adjusted at the next stoppage of play.

3-Player Shoot-Out: When the overtime periods are over and no one has scored a goal, the shoot-out procedure shall take place and shall be conducted as follows: A shoot out is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring a goal. The referee shall call the two captains to the referee’s crease to flip a coin to determine which



team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second. (The Captain of the team with the higher initial playoff seed will call the coin toss). All goalkeepers and players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out. However, any player whose penalty had not been completed when the overtime period ended or who receives a penalty during the shoot-out procedures is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s). The shoot-out procedure shall begin with three (3) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand. The goalkeepers from each team may be changed after each shot. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken. If after the 3-Player shoot-out, the shootout score is still tied, there will be a sudden death shoot-out.

Sudden Death Shoot-Out: The sudden death shoot-out will be conducted as follows: A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shoot-out. Teams will select their shooters to participate in sudden death shootout, whether or not they shot in the previous round. All goalkeepers and players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out. However, any player whose penalty had not been completed when the overtime period ended or who receives a penalty during the shoot-out procedures is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s). Players in a sudden death shoot-out shall not be allowed to take another shot until four (4) additional shooters have completed their attempts. The goalkeepers from each team may be changed after each shot. The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

The winner of the shootout will be credited with one additional goal in the final score.