HOUSE LEAGUE Red, White, Blue (U8&UP) PLAYOFF FORMAT – 2025-2026

In accordance with Rule 22.01, the Mississauga Hockey League has adopted the following. format for House League Playoffs this season (All divisions, U8 & up):

1 – GENERAL PLAYOFF RULES

a. Playoffs are set up according to the number of teams involved in the Category. ALL TEAMS QUALIFY FOR THE PLAYOFFS.
b. Teams must be ready to play ten (10) minutes prior to game time in the event the previous games end early.
c. Teams must stand ready to play on EIGHTEEN (18) HOURS NOTICE.
d. Home ice does not apply during playoffs.
e. Any player who is guilty of any offence that warrants suspension beyond his team's remaining games will serve the balance thereof at the start of the following season.
f. A team involved in the playoffs may be granted permission to enter GTHL, OMHA or Alliance sanctioned tournaments only, conditional on keeping their MHL playoff schedule commitments.
g. **In Championship Round games only**, each team will be permitted one 30-second time-out. (See Section 6) There are no time-outs during Round Robin games.

2 – PLAYOFF START DATES

The start date for playoffs will be after the conclusion of the regular season. With the wide variety of loop sizes, the dates will vary. Please check the website regularly for your teams' games.

3 – ELIMINATION SERIES

No Elimination series at any of the loops. Everyone will move on to the Round Robin series.

4 – PLAYOFF FORMAT

At the end of the Regular Season, each Regular Season loop is split if there are 8 teams or more in the loop. If your loop consists of 8 or more teams, it will be split as follows:

8 team loop: Pool A – Teams 1, 3, 5, 7	Pool B: Teams 2, 4, 6, 8
9 team loop: Pool A – Teams 1, 3, 5, 7, 9	Pool B: Teams 2, 4, 6, 8
10 team loop: Pool A – Teams 1, 3, 5, 7, 9	Pool B: Teams 2, 4, 6, 8, 10
11 team loop: Pool A – Teams 1, 3, 5, 7, 9, 11	Pool B: Teams 2, 4, 6, 8, 10
12 team loop: Pool A – Teams 1, 3, 5, 7, 9, 11	Pool B: Teams 2, 4, 6, 8, 10, 12
13 team loop: Pool A – Teams 1, 3, 5, 7, 9, 11, 13	Pool B: Teams 2, 4, 6, 8, 10, 12

For example, if the 9-team loop was split under this scenario, in one pool each team would play 4 games, while in the other pool each would play 3 games. The pool that contains less teams would have a "bye" week to wait for the opponent from the other pool for the Semi-Final game.

Further note that some divisions will be split prior to the above-noted split, as agreed to by the relevant Divisional Convening Committees.

The overall format would be as follows:

No. of Teams in Category	Elimination Round Games per Team	Round Robin Games per Team	Semi-Final Round Games per Team*	Bronze Game**	Final Round Games per Team***
4	0	3	1	1	1
5	0	4	1	1	1
6	0	5	1	1	1
7	0	6	1	1	1
8 - 4&4	0	3	1	1	1
9 - 5&4 or 4&5	0	3 or 4	1	1	1
10 - 5&5	0	4	1	1	1
11 - 6&5 or 5&6	0	4 or 5	1	1	1
12	0	5	1	1	1
13 - 6&7 or 7&6	0	5 or 6	1	1	1

*Semi-final series' will be 1st v 4th and 2nd v 3rd in loops with 7 teams or less. In loops with 8 teams or more, the two-semi-final series will consist of 1st Pool A v 2nd Pool B and 2nd Pool A v 1st Pool B. The semi-final series games will be 1 game, with overtime as required. (See Section 7)

**In each Bronze game, defeated Semi-Finalists will play a 1-game playoff whose result will determine the single winner of a bronze medal. Bronze games will be played up to and including U14. No Bronze games for U15 or above.

***Final games will be 1-game, with overtime as required. (See Section 7)

5 – ROUND ROBIN SERIES

The Round Robin Series format is as follows:

(a) Each team will play each other once for a maximum total of six games. Maximum games will be determined by the number of teams in the Round Robin.
(b) During Round Robin play, teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. Round Robin points decide 1st, 2nd, 3rd, and 4th place teams.
(c) In the event of a tie at the end of the Round Robin Series, for any position, the following procedure will be used to break the tie:

ROUND ROBIN TIE-BREAKING PROCEDURE

A. IF TWO (2) TEAMS ARE TIED:

If two teams are tied at the conclusion of a Round Robin series, then the following procedure will be used to determine the final ranking before the Semi-Final and Final games are played.

1. The winner of the Round Robin game between the two tied teams gains the higher position.
2. The team with the most wins in the Round Robin gains the higher position.
3. If still tied, the team with the best goal average gains the highest position. The goal average of a team is determined as follows:

   Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position.
   Example: Goals for 10; goals against 4; 10 divided by 14 = 71.4%

   NOTE: ALL Round Robin games are included.

4. If still tied, the team that scored the first goal in the game between the two tied teams gains the highest position.
5. If still tied, the team with the least penalty minutes (PIM) during the Round Robin will gain the highest position.
6. If still tied, then a single coin toss will determine which team gains the highest position.

B. <u>IF THREE (3) OR MORE TEAMS ARE TIED:</u>

NOTE: The three-team tiebreaker is used to determine the seeding of the three tied teams. 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 3 or more teams are tied, only the point record established in the games among the tied teams will be used as the first tiebreaking formula in deciding which team(s) shall advance.
2. If still tied, the team with the most wins gain the higher position.
3. If still tied, the team with the best goal average gains the highest position. The goal average of a team is determined as follows:

   Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position.
   Example: Goals for 10; goals against 4; 10 divided by 14 = 71.4%

   NOTE: ALL Round Robin games are included.

4. If still tied, the team with the fewest goals against (all Round Robin games played) will gain the highest position.
5. If still tied, the team with the most goals for (all Round Robin games played) will gain the highest position.
6. If still tied, the team with the least penalty minutes (PIM) (all Round Robin games played) will gain the highest position.
7. If still tied, then a single coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.

6 – CHAMPIONSHIP WEEKEND ROUNDS

a) Semi-Final Game

The Semi-Final Round will be a one-game playoff, with overtime as required.

1st place vs 4th place from Round Robin – 7 team loop or smaller
2nd place vs 3rd place from Round Robin – 7 team loop or smaller
1st place Pool A vs 2nd place Pool B – 8 team loop or larger
2nd place Pool A vs 1st place Pool B – 8 team loop or larger

b) Bronze Game

In each Bronze game, defeated Semi-Finalists will play a one-game playoff whose result will determine the single winner of a bronze medal. Bronze games will be played up to and including U14. No Bronze games for U15 or higher.

c) Final Game

The winners of the Semi-Final games will play a one-game playoff, with overtime as required.

7 – OVERTIME

There will be no overtime in the Round Robin series. All Semi-Final, Bronze, and Final games will play overtime in accordance with MHL Rule 21. The League Official or MHL Representative present at the game will be considered the "MHL Playoff Committee" for the purpose of this Rule.

If a Championship Weekend game is tied at the end of regular time:

a). Teams will NOT change ends between the 3rd period and the first overtime period but will change ends for each subsequent overtime period (as required).

b). A Five (5) minute sudden victory overtime period will be played. The format will be 4 skaters on 4.

c). If still tied, successive Five (5) minute sudden victory overtime periods will be played, 3 on 3 until a winner is declared.

For the purposes of this Rule, the League Official or MHL Representative present at the game will be considered the "MHL Playoff Committee" and will have discretion as to the number of successive overtime periods to be played and whether floods should take place between overtime periods.

d). "Championship Weekend Games" represent all Semi-Final, Bronze, and Gold/Silver-Final games.