



2026 League Playoff rules for U11C, U13C and U15C

ROUND ROBIN:

No overtime is played in Round Robin. Each team plays each other once. 3x15 min periods
If a game is tied or within a goal, in the last 3 minutes of the third period the clock will go to stop time.
If the differential is two or more goals, the clock is run time. Games are to be completed in the 50 min allocation. There are no timeouts.

Affiliates/fill-in players:

Allowable for goaltender and players. No affiliate is allowed if teams have 10 confirmed skaters. Coaches may recommend a player from eligible level with approval by League convenor (if in conflict, Blizzard president). Considerations: The replacement player should be at similar level to the player they are replacing. It is unsportsmanlike to seek a strong player to fill a roster spot at playoff time. Teams should aim to play their games with their core roster.

Standings

The following is used to determine placement.

Win – 2 points Tie – 1 point Loss – 0 points

Tie Breaking Sequence if Two Teams Tied for points. Maximum score differential recorded is 6 goals.

Two Teams Tied

If two or more 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 championship and consolation games are played.

- a) The winner of the round robin game between the two tied teams gains the higher position.
- b) The team with the most wins in the round robin gains the higher position.
- c) If the two teams are still tied after 1)a and 1)b have been applied, 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:

Total number of goals for divided by the total number of goals for and against.

NOTE: All round robin games are included.

Example: For = 10 goals Against = 4 goals

Therefore Goal Average Percentage = 10 (Goals For) divided by
 $10+4$ (Goals For plus Goals Against) = .714

NOTE: The higher percentage gains the higher position

- d) If the two teams are still tied after 1)a, 1)b, and 1)c have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
- e) If the two teams are still tied after 1) a., 1) b., 1) c., and 1) d. have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
- f) If the two teams are still tied after 1)a, 1)b, 1)c, 1)d, and 1)e have been applied, 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 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 head to head record between tied teams will determine who advances. If the tied teams have not all played each other, proceed to 2a.

a) The team with the most wins would gain the highest position.

b) If teams are still tied after 2) a. has been applied, 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: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included

Example: For = 10 goals Against = 4 goals

Therefore Goal Average Percentage = $10 \text{ (Goals For)} \div 10+4 \text{ (Goals For plus Goals Against)} = .714$

NOTE: The highest percentage gains the highest position(s).

The exercise of 2)b 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". Example;

i. Team A - .714 = 1 seed - Advances. Team B - .500 = 3 seed - Does not advance. Team C - .650 = 2 seed - Advances.

ii. Team A - .714 = 1 seed - Advances. Team B - .500 = Still tied with team C - go to next step 2)c. Team C - .500 = Still tied with team B - go to next step 2)c.

iii. Team A - .650 = Still tied with team B - go to next step 2) c. Team B - .650 = Still tied with team A - go to next step 2)c. Team C - .500 = Does not advance.

c) If teams are still tied after 2)a, and 2)b, the team with the fewest goals against (all round robin games played) will gain the highest position.

d) If teams are still tied after 2)a, 2)b, and 2)c, the team with the most goals for (all round robin games played) will gain the highest position.

e) If teams are still tied after 2)a, 2)b, 2)c, and 2)d, have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

f) If teams are still tied after 2)a, 2)b, 2)c, 2)d, and 2)e, have been applied, a coin toss shall determine the winner. In a three team coin toss, the odd team gains the highest position.

CHAMPIONSHIP/CONSOLATION GAMES:

In League or Provincial Playoff games where a winner must be declared the following Overtime format must be followed.

- If a game is tied or within a goal, in the last 5 minutes of the third period the clock will go to stop time. If the differential is two or more goals, the clock is run time.
- Over Time. Should a game end in a tie at the end of the regular play, there will be one (1) five (5) minute four (4) on Four (4) sudden victory period. There will be a 2 minute break at the conclusion of regulation play.
- Shootout. Should a game remain tied after OT, there will be a 3 player shootout with the Home team shooting first. Home team is the team ranked highest after Round Robin play. Each team selects their own 3 shooters. If still tied the shootout continues one (1) player at a time per team, moving through the roster until a winner is declared. After 11 shooters on each team, including the original three have shot, teams may then use a shooter again going through the same process.