

ARTICLE VI - Playoffs

- A. Banners will be awarded to all division champions and all playoff champions in the 10U, 12U, and 14U Divisions. If teams are tied in points for first place, the tiebreaking procedures described in Rule VI-D below will be used to determine the champion. A Team award will be awarded to all playoff runner-ups.
- B. Number of Teams and Eligibility for CSHL Playoffs and Regular Season Champion Banner.
 - 1. For every level, there shall be a single elimination playoff with the following number of teams.
 - a. In levels with 9 or fewer teams, the top 4 eligible teams.
 - b. In levels with 10 or more teams, the top 6 eligible teams, with the top two teams receiving a bye in the first round of the playoffs.
 - 2. The following teams will not be eligible for the CSHL playoffs or the Regular Season Champion Banner:
 - a. A team guilty of deliberately forfeiting a league Game, as determined by the Board.
 - b. A team that did not participate in preseason play.
 - c. A team that played a non-rostered player in violation of Rule IV-A.
 - d. A team from a program who's League Fees has not been paid.
- C. Player Eligibility for CSHL Playoffs.
 - 1. A player is ineligible to participate in his team's playoff games unless he was present on the bench for at least 50% of his team's League Games. Players who were approved to join a team after the start of regular season, must be present for at least 50% of the games left to play once they were approved to join the team. Within 3 days of the end of the regular season each playoff team shall submit to the CSHL Secretary a "CSHL Player Playoff Eligibility Certification" form completed by the coach indicating which players on that team's Official CSHL Team Roster meet this 50% rule and which do not. Such form will include a statement by the coach that he will not dress in any playoff game any player that does not meet this 50% rule. A player who does not meet this rule because of injury may request a waiver from the Board. An emergency backup goalkeeper from the same program on a Roster under Rule IV-F-1 is not subject to this Rule.
 - 2. A playoff eligible team that does not transmit playoff eligibility certification to the CSHL Secretary within the 3 day time period may cause the responsible member program to be fined \$100.00.
- D. Tiebreakers. Teams earn 2 points for a win and 1 point for a tie in League Games (regular season games). If two or more teams have an equal number of points (and have played an equal number of League Games), their positions in the standings shall be determined by the following tie-breaking formula. In order to break the tie, if one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team/teams is/are placed, the remaining tied teams shall start the tie-breaking process over again at step 1.a. The tie-breaking formulas are as follows:
 - 1. The results of the games played between the teams tied in the following order (this formula D-1 can be applied when three or more teams are tied only if the teams have played each other an equal number of times, otherwise see D-3):
 - a. Standings - The points acquired in these games.
 - b. Most Total Points

- c. Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - d. Quotient - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. If goals scored against are 0, the denominator shall be 0.5.
2. If after applying the formulas of 1 a, b, c, and d. the tie still exists, 1b, 1c and 1d shall be applied using all of the League Games played by the teams tied. Note: The formulas shall be applied in order 1a, b, c, d and 2.

Example: A beats B 5-2, B beats C 4-0, C beats A 4-2

<u>Team</u>	<u>GF</u>	<u>GA</u>	<u>G Differential</u>	<u>G Quotient</u>
A	7	6	+1	1.17
B	6	5	+1	1.20
C	4	6	-2	0.67

Under D-1-a, each team has 2 points in the games among the tied teams; under D-1-b, each team has the same total wins among the tied teams. Under D-1c goal differential is +1, +1 and -2, so C is placed 3rd and teams A and B go back to rule D-1-a. Under D-1-a, in the games between the tied teams A and B, A has 2 points and B has 0 (A beat B 5-2). Therefore, A gets 1st place and B gets 2nd place. C is 3rd.

3. In a level in which all teams have NOT played an equal number of League Games, then the standings shall be determined by percentage, with ties counting as $\frac{1}{2}$ win and $\frac{1}{2}$ loss (e.g. a record of 6-3-1 would have a percentage of 0.650, while a record of 6-2-2 would have a percentage of 0.700).
4. Notwithstanding anything to the contrary in rule D-1 and D-2, if tiebreakers D-1-a (points obtained in head to head games) and D-1-c (goal differential in head to head games) do not break a tie for first place, both teams will be declared co-champions and be awarded Division Champion banners. The first seed in the playoffs will be determined by a coin toss as conducted by the CSHL Board.

E. Playoff Games.

1. The Board shall determine the time and place of all playoff games.
2. The higher seeded team shall be designated the home team and shall wear its white or light colored jerseys. Failure to do so shall result in a delay of game minor penalty and a game misconduct for the Head Coach.
3. All playoff games shall be played within a 60 mile radius of downtown Cleveland. No playoff game may start before 8:00am.
4. A 4-team playoff structure shall use traditional seeding (i.e. winner of 1v4 plays winner of 2v3). In a 6-team bracket, the first and second place teams will receive byes in the first round, while 3rd Place plays 6th Place and 4th place plays 5th Place. After the completion of the first round, the first place team will play the lowest seeded team remaining and the second place team will play the other remaining team.
5. OVERTIME Any playoff game tied at the end of three (3) periods shall be continued until a winner is determined by scoring a goal (sudden victory).
 - a. Overtime periods shall be 14 minutes for 14U games and 12 minutes for 12U and 10U games with a 1 minute rest period between periods.
 - b. There shall be no additional timeouts in overtime.

- c. Teams shall change ends in the first overtime, and alternate after that. The referees shall decide whether ice cuts are necessary for safety in overtime.
- d. In any semifinal (and any quarterfinal) the first overtime shall be played with 5 on 5 skaters. The second and subsequent overtime periods shall be played with 4 on 4 skaters and shall follow the principles of NHL Rule 84.3 regarding penalties.

Note: NHL Rule 84.3 governs penalties in 4 on 4 overtime periods using the principle that neither team can go below 3 skaters

- e. For Championship Games, all overtime periods will be played with 5 on 5 skaters