

PLAYOFF RULES - 2025-2026

GAME START TIMES

- 1) TBMHA By-Laws govern games shortened by injuries, rink technical problems, etc.
- 2) Teams take the ice at the scheduled game start time after the flood for first game finishes.
- 3) For the second game, teams take the ice immediately after both teams of the first game leave the ice.
- 4) The second game will not start earlier than ten minutes before its scheduled start time.

GAMES END IN CURFEW

- 1) If regulation play (three full periods) is not completed within the allotted ice rental time, regulation time ends by curfew.
- 2) **No time outs are allowed in Quarter or Semi Finals**
- 3) **Time outs are permitted in all Championship final games in all divisions.**
- 4) **Time outs will be 30 seconds in length.**

GAME WINNER

- 1) The team with the most goals at the end of regulation time is declared the winner.
- 2) Ties at the end of regulation time (played or curfew) are decided in overtime.
[Except for all U15A Round Robin games, where standard regulation league game curfew applies. All other U15A games have OT built in.](#)
- 3) If the game is tied at the end of overtime, then another game will be played.

OVERTIME PERIOD (TIE-BREAKER RULES)

- 1) The overtime period is ten (10) minutes of stop time play with three on three (plus a goalie)
- 2) The first team to score in overtime will be declared the winner
- 3) In overtime no team will play with less than three players, i.e. Three skaters plus a goalie.
- 4) In overtime only one player serves a penalty at a time. Other players' penalties are delayed. The first penalized player cannot leave the penalty box until all penalties are served, or at a stoppage in play.
- 5) Teams may substitute a skater for their goalie at any time, as per Hockey Canada rules.
- 6) Player substitutions are only allowed "on the fly", not during a stoppage in play. A delay of game penalty may be assessed for teams that abuse this rule.
- 7) **EXCEPTION:** If a team is called for icing the puck, that team players must return to the face-off in their defensive end. However, the opposing team may make a line change during the stoppage in play due to the icing call before they return to the face-off.
- 8) A one (1) minute rest is allowed between the end of the third period and start of overtime. Buzzer will sound after 1 minute and teams must go to center ice. A delay of game penalty will be called if one or both teams do not comply.
- 9) The teams switch ends and may change lines before the start of the overtime period.
- 10) Penalized players may not leave the penalty box to join their team during the rest period.

the referee will warn both benches before overtime starts regarding changing "on the fly" only, not during a stoppage in play. A delay of game penalty will be assessed for teams that abuse this rule.

GAME SITUATIONS

GAME STARTS

- 1) Games are scheduled to start on the hour or half hour, but a flood typically precedes the first game. However, no rental prior to our ice rental means the ice is ready for an immediate start. Officials and teams must be ready for an early start.
- 2) When the first games go smoothly and end early, the second game will start up to ten (10) minutes before the scheduled start time.

- 3) Coaches / teams are NOT allowed to negotiate a special circumstance for their games.

FOUR MINUTE WARM-UPS

- 1) The four (4) minute warm-up starts when the first player of the second team gets on the ice, or ninety (90) seconds after the first player of the first team is on the ice, whichever occurs first.
- 2) For the second game at Delaney only, the visitor's warm-up starts ninety (90) seconds after the visiting team of the first game leaves the ice, or when the oncoming visitors first player steps on the ice, whichever occurs first. The home team is deemed closer, and therefore must be on the ice ready to start.

GAME CURFEWS

- 1) Playoff games have extra minutes to finish three periods of regulation time, but playing circumstances may still prevent games from finishing. Timekeepers will curfew games if necessary. **Except for all U15A Round Robin games, we standard regulation league game curfew applies. All other U15A games have OT built in.**
- 2) The ice rental time is governed only by the arena clock and the second game will be buzzed at the end of our ice rental.
- 3) While the ice is resurfaced between periods, teams should confirm with the timekeeper when the third period might curfew if things go awry.
- 4) **Each game will have 95 minutes from the start of the warmups to the completion of regulation time or be curfewed.**

THIRD PERIOD PENALTY CARRY-OVERS

- 1) At the end of regulation play, if a player is serving a penalty, the overtime period will start with four-on-three until the penalized player returns to the ice.
- 2) for a carry-over of two penalties, the second players penalty will not commence during overtime until the first player's penalty expires. Only one penalty at a time is served during overtime.

PLAYOFF FORMAT AND ICE RENTAL

MANAGEMENT PLAYOFF

- 1) Quarter-Final (QF) series are best of three games.
- 2) Semi-Final (SF) series are best of five games or best of three games.
- 3) Championship Final (CF) series are best of five games.
- 4) If a (6) sixth game is necessary (4th) fourth game in QF, SF or CF) that game must end with a winner. Additional overtime periods will be played until a winner is determined.
- 5) U18AA: All 5 teams are included in the playoffs. Based on regular season standings, 4th vs 5th will play a "Best of 3", (QF) quarter finals. The winner of the quarter final series will play the 1st place team and the 2nd vs 3rd. teams will have a Traditional playoff format "Best of 5" playoff. (SF) place. The (CF) Winners play for Championship "Best of 5".
- 6) U18A1 and U18A2: all 6 teams are included in the playoffs. Based on Regular season standings, top 2 teams will get a bye to the (CF) semi-finals, the remaining 4 teams will play a traditional (QF) playoff series of 3rd vs 6th and 4th vs 5th "Best of 3" quarter finals. The two winners of the (QF) playoff will then play a "Best of 5" Traditional playoff format (SF) 1st vs 4th and 2nd vs 3rd. with the 2 teams that finished 1st and 2nd in the Regular season. Teams for 3rd and 4th place in the (CF) will be based on the winning teams regular season standing having the highest seed being 3rd and so on. (CF) Winners play for Championship.

- 7) U15A: all 9 teams are included in the playoffs, based on Regular Season standings. Two playoff pools will be created (Pool A and Pool B), each playing for a championship. Pool A will consist of teams finishing from 1st to 5th and Pool B teams finishing from 6th to 9th.
- Playoff Pool A: there will be a single game Round Robin with all teams playing 4 games. The 1st place team after Round Robin will advance to the Finals (CF). The 4th and 5th place teams after the Round Robin are eliminated. The 2nd and 3rd place teams will have a single game playoff with the winner advancing to the finals (CF). The Finals will consist of a "Best of 3" (CF) Championship series.
 - Playoff Pool B: there will be a single game Round Robin with all teams playing 3 games. The 1st place team after Round Robin will advance to the Finals (CF). the 4th place team after the Round Robin is eliminated. The 2nd and 3rd place teams will have a single game playoff with the winner advancing to the finals (CF). The finals will consist of a 'Best of 3" (CF) Consolation Championship.
- 8) U15AA: all 6 teams are included in the playoffs. Based on Regular season standings, top 2 teams will get a bye to the (CF) semi-finals, the remaining 4 teams will play a traditional (QF) playoff series of 3rd vs 6th and 4th vs 5th "Best of 3" quarter finals. The two winners of the (QF) playoff will then play a "Best of 5" Traditional playoff format (SF) 1st vs 4th and 2nd vs 3rd. with the 2 teams that finished 1st and 2nd in the Regular season. Teams for 3rd and 4th place in the (CF) will be based on the winning teams regular season standing having the highest seed being 3rd and so on. (CF) Winners play for Championship.
- 9) The Highest seeded team is home for the first game and home status alternates thereafter

ICE RENTAL TIME MANAGEMENT

- 1) The TIME KEEPER is responsible to properly use the ice rental period.
- 2) The time keeper records the start of the first game when the warm-up starts
- 3) A flood occurs before the start of the ice rental.
- 4) Flood occurs every second period as per regular season.
- 5) The second game's flood occurs between the first and second periods
- 6) CF games are scheduled in 2-hour rentals and receive a flood prior to the start of the game and again between the second and third periods.
- 7) The victor in the final CF game is allowed five minutes of celebration time.
- 8) For back-to-back games, timekeepers must note when the first game ends and the second game starts. The delayed start time of the second game is taken into account if additional ice rental time needs to be added.

EXTENDED ICE RENTALS FOR EXTRA GAME ICE

- 1) Longer ice rentals are utilized to allow most games to finish three periods of regulation play and to play an overtime period if necessary.
- 2) Two QF and or SF games are scheduled in a 3-1/2hour rental.
- 3) a CF game has a 2-hour rental
- 4) An agreement with the FWFN Arena allows TBMHA to extend our games, delaying the start of the next rental. However, the additional time should not exceed an extra thirty (30) minutes (which is what we have at City operated arenas.)
- 5) The extra time may be insufficient to finish regulation time due to injuries, high score, too many penalties, and team delaying tactics. The games must then be curfews to leave extra time for an overtime period.
- 6) Additional ice rented for the playoff games provides five additional minutes of real time to finish regulation play for any game.
- 7) Regulation time ends after the extra five minutes regardless of the game situation.