



TRI-COUNTY

minor hockey league

Playoff Dates Overview (The playoff structure was voted on and officially approved by the members on June 19th, 2025)

- **End of Regular Season**
 - **AA, B, and BB Divisions**: January 23, 2026 (including any rescheduled make-up games) Blackout dates January 24th and 25th to prepare for Round Robin
 - **A Division**: January 30, 2026 (including any rescheduled make-up games) Blackout dates January 31st and Feb 1st to prepare for Round Robin
- **Round Robin Playoffs**
 - **AA, B, and BB Divisions**: January 26 – March 1, 2026 (35 days)
 - **A Division**: February 2 – March 8, 2026 (35 days)
- **Make Up Games if required for Round Robin**
 - **AA, B, and BB Divisions**: March 2–3, 2026
 - **A Division**: March 9–10, 2026
- **TCMHL Quarterfinals**
 - **AA, B, and BB Divisions**: March 5–7, 2026
 - **A Division**: March 12–14, 2026
- **March Break**: March 16–20 games will be scheduled be prepared to play!
- **TCMHL Semi-Finals**
 - **AA, B, and BB Divisions**: March 9–14, 2026
 - **A Division**: March 16–21, 2026
- **TCMHL Finals**
 - **AA, B, and BB Divisions**: March 16–21, 2026
 - **A Division**: March 23–28, 2026
- **OMHA Declaration Dates**
 - **AA, B, and BB Divisions**: March 20, 2026
 - **A Division**: March 27, 2026

OMHA Championship Information

- **Dates and Locations:**
 - March 27-29, 2026: (U10AA-U18AA)
 - April 3-5, 2026: (U10A-U18A)
 - March 27-29 & April 3-5 2026 (10B-U18BB)
 - For location and B and BB Division Reference
<https://omhachampionships.ca/>

- **Process:**
 - Teams will be seeded (1st, 2nd, 3rd, 4th, and possibly 5th) based on the number of teams advancing per division.
 - Seeded teams will receive their OMHA information package.
 - Please see the Championship Rounds & OMHA Qualification Play In for more information
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Round Robin Groups and Championship Rounds

U10 to U18 AA, A and BB:

- **Round Robin Teams Per Group:** 3-6
- **Total Round Robin Games:** 8–10 round robin games (to create a balanced schedule in each group)
- **Championship Format:**
 - Quarterfinals: Single elimination.
 - Semi-Finals & Finals: Best of 3 series.
 - Each game must have a winner.

Balanced Schedule Definition:

- A balanced schedule means each team plays an equal number of games against the other teams.
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Home Team Responsibilities

- **Referees and Timekeepers:**
 - The hosting association must provide referees and timekeepers.
 - Ensure that officials are aware of overtime and shootout rules for games requiring a winner.
 - **Presentation of Medals and Banners:**
 - Ensure that medals and banners are available before the Championship Game.
 - Arrange for a representative or officials to present awards.
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TCMHL Round Robin Playoff Rules

1. **Overtime Rule** (if tied at the end of regulation):
 - 10-minute sudden victory overtime (5-on-5).
 - No switching ends.
 - If still tied, the game is recorded as a tie each team gets 1 point
 - **If a team wins in OT, the winning team will receive 2 points, and the losing team will still get 1 point**
 2. **Shootouts:**
 - No shootouts during Round Robin games.
 3. **Timeouts:**
 - Each team is allowed one 30-second timeout per game during all Tri-County Playoff games.
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TCMHL Championship Round Rules

- Quarter-Final, Semi-Final, Final and OMHA qualifying games. All games must have a winner game can not end in a tie.
1. **Overtime Rule for Championship Games:**
 - 10-minute sudden death victory overtime (5-on-5).
 - No switching ends.
 - If still tied after overtime, the game will be decided by a shootout.
 2. **Shootout Format:**
 - Each team selects 5 players for the shootout. Players to be selected after the OT and given to the referee. Players serving unexpired penalties at the end of overtime cannot participate in the shootout
 - Initial Shooters: Each team selects five different players to shoot in the first round.
 - Simultaneous Shots: Both teams shoot at the same time with one shooter from each team going head-to-head.
 - Scoring: After each pair of shooters completes their attempts, referees tally the score for each team.
 - Tie After 5 Shooters: If the score is tied after all five shooters from each team have taken their shots, the shootout continues in a sudden-death format.
 - Selecting Shooters in Sudden Death: Teams are allowed to re-use shooters from the initial five or select new players who haven't yet shot.

- Sudden Death Format: The shootout proceeds one shooter at a time for each team until one team scores and the other misses, breaking the tie.

3. Timeouts

- Each team is allowed one 30-second timeout per game during all Tri-County Playoff games

TCMHL Recommended Period Lengths

To align with OMHA Championship guidelines, the following period lengths are recommended for Quarterfinals, Semifinals, Finals, and Play-In games. These guidelines are flexible and may be adjusted based on ice availability at individual centers.

- **U10 to U13:** 10-minute, 15-minute, Rest, 15-minute periods
- **U14 to U18:** 15-minute, 15-minute, Flood, 15-minute periods

TCMHL ROUND ROBIN STANDINGS - TIE BREAK PROCEDURES

In the event of a tie in the standings at the end of the round-robin, for any position (1st, 2nd, etc.), the following procedure will be used to break the tie:

Two Teams Tied

1. Head-to-head winner - The winner of the round robin games between the two tied teams will gain the higher seeding position.

2. Most Wins – The team with the greater number of wins during round robin play will be awarded the higher seed.

3. Highest Goal Average – If the teams remain tied after applying the first two criteria, the team with the higher goal average will be awarded the higher seed. Goal average will be calculated as follows:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. All round robin games to be included.

4. Fewest Goals Against – If the tie remains after applying criteria 1 through 4, the team that has allowed the fewest goals during all round robin games will receive the higher seed.

5. Most Goals For – If the tie persists after applying criteria 1 through 5, the team with the highest total number of goals scored in all round robin games will be awarded the higher seed.

6. Fewest Penalty Minutes – If the tie persists after applying criteria 1 through 5, the team with the fewest penalty minutes accumulated in all round robin games will be awarded the higher seed.

7. First Goal Scored – If the tie remains after applying criteria 1 through 6, the team that scored the first goal in the first game between the tied teams will receive the higher seed.

8. Coin Toss – If the tie persists after applying criteria 1 through 7, a coin toss will be used to determine which team receives the higher seed.

Three or More Teams Tied

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th 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. **POINTS EARNED** - If three or more teams are tied, the first tiebreaker will be the points earned in games played only among the tied teams.

2. **MOST WINS** - Among the tied teams, the team with the most wins will be awarded the highest position.

3. **HIGHEST GOAL AVERAGE** - If teams remain tied after applying the first two tiebreakers (1 & 2), the team with the highest goal average from all round-robin games will be awarded the highest position.

Goal Average is calculated as follows:

Goal Average = Total Goals For ÷ (Total Goals For + Total Goals Against)

Example:

Goals For: 10

Goals Against: 4

Goal Average = $10 \div (10 + 4) = 0.714$

Note: The team with the higher goal average will be ranked higher. All round-robin games are included in this calculation.

SCENARIO 1:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = 3 seed – Does Not Advance

Team 3 - .650 = 2 seed – Advances **

SCENARIO 2:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = Still tied with team 3 – go to next scenario

Team 3 - .500 = Still tied with team 2 – go to next scenario

SCENARIO 3:

Team 1 – .650 = Still tied with team 2 – go to next scenario

Team 2 - .650 = Still tied with team 1 – go to next scenario

Team 3 - .500 = Does not advance

4. Fewest Goals Against - If teams remain tied after applying tiebreakers 1 through 4, the team with the fewest goals conceded in all round-robin games will be awarded the higher position.

5. Most Goals For - If teams are still tied after applying tiebreakers 1 through 3, the team with the highest total number of goals scored in all round-robin games will be awarded the higher position.

6. Fewest Penalty Minutes - If the teams remain tied after the first, second, and third tiebreaker options 1 through 5, the team with the fewest penalty minutes accumulated throughout all round robin games will be awarded the higher position.

7. Coin Toss - If the teams are still tied after the tiebreaker options 1 through 6 first, a single coin toss will determine which team gains the higher position
