



TRI-COUNTY

minor hockey league

2024-2025

TCMHL Playoff Dates, Rules and General Information

Playoff Dates

- **End of Regular Season:** January 26, 2025
 - **Round Robin Playoffs:** January 29 to March 3, 2025
 - **Tie Breaker Games:** March 4-7, 2025
 - **March Break:** March 8-14, 2025, NO GAMES
 - **Quarter Finals:** March 15 to March 17, 2025
 - **Play-In Games:** March 18-20, 2025
 - **Semi-Finals:** March 21 to March 26, 2025
 - **Finals:** March 27 to April 6, 2025
 - **OMHA Declaration:** March 21 and 28, 2025
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OMHA Championship Information

- **Dates and Locations:**
 - March 28-30, 2025: Iroquois Park, Whitby (U10AA-U18AA and U14BB-U18BB)
 - April 4-6, 2025: Sixteen Mile Sports Complex, Oakville (U10A-U18A and U10BB-U13BB)
 - **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.
 - Play In Game information – please see the Championship Rounds & OMHA Qualification Play In
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Round Robin Groups and Championship Rounds

U10 to U18 AA, A and BB:

- **Round Robin Teams Per Group:** 4-7
- **Total Round Robin Games:** 8–12 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 tied teams.
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Hosting 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.
 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

- Tiebreaker Games (if necessary), Quarter-Final, Semi-Final, Final, Play-in Game. 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 serving penalties at the end of regulation or 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
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TCMHL Tiebreaker Rules for Round Robin and Quarter-Final Qualification

For Two Teams Tied:

The home team for any tiebreaker game will be determined by the following criteria:

1. **Head-to-Head Record:** Compare game results between the tied teams.
2. **Goal Ratio (GF/(GF+GA)):** Calculate the goal-for to goal-against ratio based on games between the tied teams.
3. **Overall Goal Ratio:** If still tied, use the GF/(GF+GA) ratio from all round robin games.
4. **Regular Season Standings:** If the tie remains unresolved, refer to the regular season standings.
5. **Coin toss:** As a last resort, a coin toss will be used.

For Three or More Teams Tied for the Final Qualifying Spot:

In the event of three or more teams tied for the final spot, tiebreaker games will be held. Seeding and home ice will be determined by the following criteria:

1. **Head-to-Head Record:** Compare results of games played among the tied teams within a balanced schedule.
 2. **Goal Ratio (GF/(GF+GA)):** Calculate based on games played within the balanced schedule.
 3. **Overall Goal Ratio:** Use the GF/(GF+GA) ratio from all round robin games.
 4. **Regular Season Standings:** Refer to regular season standings if needed.
 5. **Coin toss:** As a last resort, a coin toss will be used. In a three-team or more tie, the odd team out in a three or more-coin toss will receive the higher position.
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Tiebreaker Game Formats

Two Teams Tied (Final Quarter-Final Spot per Group)

1. **Game 1:** The second-seeded team (Seed 2) plays the highest-seeded team (Seed 1).
 - **Location:** Hosted by Seed 1 (home ice).
 - **Outcome:** Winner secures the final quarter-final spot.

Three Teams Tied (Final Quarter-Final Spot per Group)

1. **Game 1:** The third-seeded team (Seed 3) plays the second-seeded team (Seed 2).
 - **Location:** Hosted by Seed 2 (home ice).
2. **Game 2:** The winner of Game 1 faces the highest-seeded team (Seed 1).
 - **Location:** Hosted by Seed 1 (home ice).
 - **Outcome:** Winner secures the final quarter-final spot.

Four Teams Tied for One Spot per Group

1. **Game 1:** The fourth-seeded team (Seed 4) competes against the highest-seeded team (Seed 1).
 - **Location:** Hosted by Seed 1 (home ice).
 2. **Game 2:** The third-seeded team (Seed 3) faces the second-seeded team (Seed 2).
 - **Location:** Hosted by Seed 2 (home ice).
 3. **Final Game:** The winners of Game 1 and Game 2 compete for the final qualifying spot.
 - **Location:** Hosted by the highest remaining seed (based on original seeding).
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Three Teams Tied for Two Spots per Group

The top seed among the three teams automatically qualifies.

1. **Game 1:** The third-seeded team (Seed 3) plays the second-seeded team (Seed 2).
 - **Location:** Hosted by Seed 2 (home ice).
 - **Outcome:** Winner secures the remaining qualifying spot.

Four Teams Tied for Two Spots per Group

The top seed among the four teams automatically qualifies.

1. **Game 1:** The fourth-seeded team (Seed 4) competes against the third-seeded team (Seed 3).
 - **Location:** Hosted by Seed 3 (home ice).
2. **Game 2:** The winner of Game 1 faces the second-seeded team (Seed 2).
 - **Location:** Hosted by Seed 2 (home ice).
 - **Outcome:** Winner of Game 2 secures the remaining qualifying spot.