



# **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
- 

#### **OMHA Championship Information**

- **Dates and Locations:**
    - March 28-30, 2025: (U10AA-U18AA)
    - April 4-6, 2025: (U10A-U18A)
    - March 28-30 & April 4-6 (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.
    - Play In Game information – please see the Championship Rounds & OMHA Qualification Play In
-

## 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.
- 

## 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.
- 

## 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.
-

## 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

---

## TCMHL Recommended Period Lengths

To align with OMHA Championship guidelines, the following period lengths are recommended for Tiebreaker Games, 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 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.
- 

## 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).
- 

#### **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