

MOMHL  
2026 PLAYOFF POLICIES & RULES

Revised Jan, 2026

I) **QUICK REFERENCE DEADLINES:**

- Due date for team withdrawal from Playoff/Request Tier: Jan 26, 2026
- Due date to complete scheduling of all Playoff Round Robin games: Feb 10, 2026
- Due date to complete Playoff Round Robin games: Mar 1, 2026
- Due date to complete the Semi Final Series: Tier 2 - Mar 8, 2026/Tier 1&3 - Mar 19, 2026
- Due date to complete Playoff Final Championship: Tier 2 - Mar 20, 2026/Tier 1&3 - Mar 27, 2026

**PLAYOFF RULES:**

1. U11 through U18 divisions will play a minimum 6 (six) game total round robin series.
  2. **NO OVERTIME** for Round Robin play.
  3. Points- 2 points for win, 1 point for tie, 0 points for loss
  4. Home advantage is determined by final league placing after Season 2 or initial seeding in the case of division movement.
  5. Tie Breaking Rules:
    - i) Head to Head (2 teams only)
    - ii) Win Percentage
    - iii) Most number of wins
    - iv) Goal Differential (GF-GA)
    - v) Goals Against (least)
    - vi) Goals For (most)
    - vii) Penalties in Minutes (least)
- Three or More teams tied**
1. Use in order, 2-6 from above. If one method places one or more teams in higher positioning then that positioning stands and the remaining tied teams will revert to the next tiebreaker method. Always work from the top position(s) down to get final order of standing
6. Championship Semi Final Series - (First to 4 points) **A Paper Contract must be completed and sent to names at bottom of contract.** Top 4 teams in each Tier advance - must be completed by **dates stated above**. Home ice to the higher seed team. Every game must have a winner
  7. Championship Finals Series - (First to 4 points) **A Paper Contract must be completed and sent to names at bottom of contract.** Winners of Semi Final Series. Must be completed by **dates stated above**. Home ice to the higher seeded team. Every game must have a winner.

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**Overtime - Semi Final and Finals**

In the event of a tie during any game: there will be one 5 on 5, Ten-minute, stop time, sudden victory, overtime period. Teams will not change ends in the overtime period. Goalies may be removed for an extra skater at the coach's discretion during overtime. Normal penalties will apply in overtime and time remaining on a penalty at the end of regulation time will be carried over in overtime. All OMHA rules apply. If the teams remain tied, the game will be decided by a shootout. The shootout will consist of 5 players as chosen from each team. The team with the most goals wins the game. If teams are tied after 5 shooters, the shootout will continue using 1 shooter from each team until one team scores and the other team misses. No player can shoot twice for their team unless numbers prevent otherwise. Once either team uses a shooter for the second time, the other team may begin the same. (Roster size smaller)  
Visiting team shoots first. If a player is serving a penalty at the end of the game, that player is not eligible to participate in the shootout.

**Game 3 of Finals**

Will consist of maximum 3 -10 min sudden victory overtime periods. Goalies remain in the same net for the first OT period, switch ends for the second, and go back to the original net for 3rd OT period. Shootout procedure to occur if there is not a winner decided after 3rd OT. Flood after the second Overtime.

8. Playoff games **must** be:
  - Scheduled by the Home Centre into TheOneDB **prior** to playing the game.
  - The Playoff Convenor and chair will be sent an electronic verification from TheOnedb stating that games have been scheduled, which acts as the agreement between the Centres to play a game.
  - Game sheets must be uploaded for League Statisticians by the home centre **by MIDNIGHT** of game completion.
9. Period lengths - Round Robin will not be less than 10-10-15 for U11,U13, and 10-15-15 for U15, 15-15-15 for U18.
  - Semi Final and Finals will not be less than 10-15-15 for U11,U13 and 15-15-15 for U15,U18.
10. Completion dates as set on the Playoff Flow Charts **must** be strictly adhered to.
11. Each team will be allowed 1 – 30 second timeout per game.
12. No curfews.
13. Once a game is posted on TheOneDB it is a legal binding contract. In order to make a change, the changes must be approved by both centers or a designated representative from their Association.

14. Review uploaded game sheets, once signed it is a legal binding contract and needs to include the date, time, venue, period lengths, flooding when required, game number and appropriate signatures.
15. It is the host/home centre that is responsible for posting on the TheOneDB and uploading completed game sheets as they (HOME Centre) will be the centre that would be issued fines should they fail to fulfil their obligations regarding contracts and game sheets.
16. **Referees** - Local assignors will schedule the referees for the round robin games and Semi Final game. OMHA assignors will schedule referees for the Finals. **REMINDER:** Superbowl Sunday and Valentine's day pose difficult to schedule referees.
17. **Reasons to Reschedule a MOMHL Playoff Game:** Weather. Refer to OMHA Regulation 10.1 Postponement. IF there is another reason to reschedule a game, it must be REASONABLE and agreeable to both centres.
18. **DEFAULTS** - A Team defaulting a game in the MOMHL Playoffs shall lose the two (2) points associated with the default and lose all **League** privileges for the remainder of the Playoffs. The score of the game will be recorded as 5-0. The defaulting team will be required to pay the GBMHL/MPSHL **\$1,000**/game; the GBMHL/MPSHL will reimburse the Opposing Centre for submitted expenses.