

## GBTLL PLAYOFF RULES 2025/2026

Round Robin format U11 to U18 will consist of 6 games (3 Home & 3 Away) to be completed by midnight Mar 8, 2026. Round Robin games must be scheduled by Feb 16th, 2026 or a \$100.00 fine will be issued per game to the home center.

No contracts will be needed in the Round Robins, the oneDB will be the contract. Games must be on the oneDB within 24 hours of agreement between both centers. All Round Robin games will be scheduled by the Ice Convenors or Local League convenor NOT COACHES.

Each Round Robin game will be won by a point system: 2 points for a win, 1 point for a tie and nil for a loss. No overtime games in round robin. 1 30 second time out per game, per team

Teams will be Ranked in each pool by the # of points they accumulate. Ties shall be broken by the following order:

1. Team with best overall winning percentage
2. Team with most wins
3. Head to Head
4. Teams with fewer goals against
5. Team with most goals scored
6. Team with least penalty minutes

If more than two teams are tied in points the tie breaking rules will be applied omitting number 3

Round Robin games will not be curfewed.

Round Robin play will be divided per the following: Final Standings will determine placement.

### POOLS MAY CHANGE BEFORE END OF 2<sup>ND</sup> SEASON

U11: 26 teams divided into A, B, C, D, E Pools A Pool will consist of #1- #6 with Top 2 teams to play for A Championship Final and 3&4 to play for Consolation Final

B Pool will consist of #7 - #11 with Top 2 teams to play for B Championship Final and 3&4 to play for Consolation Final

C Pool will consist of #12 - #16 with Top 2 teams to play for C Championship Final and 3&4 to play for Consolation Final

D Pool will consist of #17 - #21 with Top 2 teams to play for D Championship Final and 3&4 to play for Consolation Final

E Pool will consist of #22 - #26 with Top 2 teams to play for E Championship Final and 3&4 to play for Consolation Final

U13: 23 teams divided into A, B, C, D Pools

A Pool will consist of #1 - #6 with Top 2 teams to play for A Championship Final and 3&4 to play for Consolation Final

B Pool will consist of #7 - #12 with Top 2 teams to play for B Championship Final and 3&4 to play for Consolation Final

C Pool will consist of #13 - #18 with Top 2 teams to play for C Championship Final and 3&4 to play for Consolation Final

D Pool will consist of #19 - #23 with Top 2 teams to play for D Championship Final and 3&4 to play for Consolation Final

U15: 16 Teams divided into A, B, C Pools

A Pool will consist of #1 - #6 with Top 2 teams to play for A Championship Final and 3&4 to play for Consolation Final

B Pool will consist of #7 - #11 with Top 2 teams to play for B Championship Final and 3&4 to play for Consolation Final

C Pool will consist of #12 - #16 with Top 2 teams to play for C Championship Final and 3&4 to play for Consolation Final

No Medals for Consolation Finals. Teams and League can decide not to play the Consolation Finals

U18: 22 Teams divided into A, B, C, D Pools

A Pool will consist of #1 - #6 with Top 2 teams to play for A Championship Final and 3&4 to play for Consolation Final

B Pool will consist of #7 - #12 with Top 2 teams to play for B Championship Final and 3&4 to play for Consolation Final

C Pool will consist of #13 - #17 with Top 2 teams to play for C Championship Final and 3&4 to play for Consolation Final

D Pool will consist of #18 - #22 with Top 2 teams to play for D Championship Final and 3&4 to play for Consolation Final

No Medals for Consolation Finals. Teams and League can decide not to play the Championship and Consolation Finals

All round robin games must be played by Mar 8<sup>th</sup>. However, any game that gets postponed or delayed due to weather conditions during the last 4 days of the round after making every attempt, shall be considered a tie, with a point being awarded to each team involved. PLEASE MAKE EVERY ATTEMPT (Either Centre) TO RESCHEDULE THE GAME BEFORE THE WEATHER RULE WILL BE APPLIED. The playoff convenor must be notified of games that cannot be scheduled, as soon as possible to help elevate the situation. GAME RESULTS: The home center is responsible for uploading game sheets by Midnight of the day game was played. A \$30 late game sheet fine will apply.

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PLAYOFF CONTRACTS For Final Series: Centre Contacts and/or Ice Convenors set up each series, NOT COACHES. All game dates including a tie breaker final game (i.e., game 4 or game 6) must be set within the deadline. All contracts are to be signed and

sent into the division chairperson prior to playing the first game of any series. All game series numbers (eg. A110, A102) must be stated on all contracts all series numbers and game number (eg. 1 of 3, 2 of 3) must be stated on all game sheets. Electronic signatures will be accepted.

Each final series will be won by a point system: 2 points for a win, 1 point for a tie and nil for a loss.

The first team to 4 or 6 points (depending on the length of series) wins that series. . Home ice advantage goes to the team that finished higher in the round robin final standings. Home ice does not mean that the higher place team gets the 1st game it means they get the extra game

Centre Contacts and/or Ice Convenors set up all games, NOT COACHES. All Games will be entered by the oneDB within 24 hours of both centers agreeing and emails will be saved for reference for any discrepancies between centers after the games have been entered on the oneDB.

NO GAMES WILL BE CURFEWED.

#### Finals

Period lengths for finals must use no less than the minimum set by the league. Length of game info must be entered on the playoff contract.

Final series can be 2 out of 3 or 3 out of 5 depending on ice availability and must be completed by Mar 29th, 2026. Contracts will be used for all series.

GAME RESULTS: In the Final Series, Centre Contact will notify the division Chairperson of game results by phone or email within 12 hours. (This allows for organization of Trophy presentation). Game sheets uploaded by midnight

OVERTIME: 1 10 minute, sudden victory period of 5 on 5 players will be played during Championship and Consolation series

For the Final Series only. Overtime in all tie breaker games (i.e., game 4 or 6) must have OMHA approval 24hrs prior to the start of the game and once approved will only allow for 2 - 10-minute overtime periods. If the game remains tied then a 5 player shoot out will occur. No player will shoot twice during the first five attempts. If there is still no winner ,1 attempt per team takes place until a winner is determined. Penalties carry over into overtime and shootout.

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#### Defaults

A Team defaulting a game in the GBTLL Round Robins, or Finals shall lose the two (2) points associated with the default and lose all Playoff 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 GBTLL \$1000.00, the GBTLL will ensure reimbursement for the Opposing Centre for submitted expenses. This includes all Round Robin games and series contracts.

#### Scheduling

All Scheduling issues that can not be resolved by the two centers will go to the division convenor and the playoff committee and will be resolved within 24 hours. The playoff committee decision will be final.

TIMEOUTS: 1 30 second time out per game, per team.

REFEREES: Make sure your referees are aware of playoff rules. Post them in the

games. If contract says 3 man system and only 2 refs attend the game, the game will be played.

COACHES: All coaches must carry a copy of the signed contract for the Finals and a The Vice

President and the playoff committee will have final say on all playoff matters.