



2018-19 Muskoka Parry Sound Local League Championship Weekend Rules & Regulations

- The 2018-19 MPSLL Championship Weekend will be held on the weekend of March 1-2-3 with the following member associations hosting the corresponding LL division;

NOVICE – Highland Storm (All games in Haliburton)

ATOM – South Muskoka (Games in Bracebridge & Gravenhurst)

PEEWEE – Parry Sound (Games in Parry Sound & Humphrey)

BANTAM – Huntsville (All games in Huntsville)

MIDGET – Almaguin (All games in Sundridge)

- Each division will be split into an "A" and "B" pool for the Championship Weekend based on the final MPSLL regular season standings which can be found here; <https://mpshl.ca/Leagues/1013/Standings/>
- Each team will play an opening day(s) "limited round robin" and be guaranteed 3 games. In some pools a "play-in" and/or semi final game may be scheduled to ensure a guaranteed 3rd game. In a very rare case, some games in some divisions may be scheduled for Friday March 1.
- All Championship Weekend game results and standings will be available on the MPSLL tournament website. Any necessary tie-breakers, in terms of round robin standings, will be determined using first the MPSLL tie breaking rules, followed by the OMHA/OHF tie breaking rules. A coin toss will be used as a very last tie breaking resort.
- The winners of each "A" pool will receive the Muskoka Parry Sound Cup, while the winners of each "B" pool will receive the Muskoka Parry Sound B Trophy.
- **All games, at all levels during the "round robin" will be played with period lengths of 10-10-10.** Ties will be permitted in round robin play.
- **Any "play-in/3rd game guarantee game" at any level will be played with period lengths of 10-10-10.** Ties are not permitted in "play-in/3rd game guarantee" games.
- Teams will be re-seeded following the designated "round robin" portion in every division/pool.
- No timeout will be allotted during round robin or play in play. One (1) timeout per team will be permitted during any semi-final or final game(s)
- **All Semi Final and Final games will be played with regular MPSLL period lengths. 10-10-15 for Novice through Peewee and 10-15-15 for Bantam and Midget.**
- **In the event of a tie in any "play in", Semi Final or Final game the following, accompanying game tie breaking rules will be observed.**
- One player from each team in every game will be awarded a player of the game award (to be determined by the MPSLL board/hosting centre) as chosen by the opposing team at the conclusion of the game. Teams are to line up on their own blue line immediately following the game. If time does not permit, the chosen player will be presented the award in his/her respective dressing room following the game.
- The playing of O Canada will precede each A and B pool Final game. The starting players may line up on their respective blue line for the anthem. The remainder of the team including coaches will stand (if able) in their designated bench. All observing the National Anthem will stand, facing the picture of the Queen or the Canadian Flag if applicable.
- **All applicable Hockey Canada, OMHA and/or MPSLL rules will apply. As with all LL games, the Championship Weekend games are NON-BODY CHECKING.**
- **Any suspension, major or match penalty assessed during the Championship Weekend must be immediately reported by the receiving team to the MPSLL League President via email (wallycarleton@gmail.com)**
- **In the event of any dispute, the decision(s) of the Muskoka Parry Sound Local League Executive Committee will be considered final.**
- Good luck to all teams and most importantly; FAIR PLAY IS ENCOURAGED, RESPECT IS EXPECTED. SHOW SPORTSMANSHIP, PLAY SAFE & HAVE FUN!



2018-19 Play In, Semi Final & Final Game tie breaking rules

In the event of a tie game at the end of regulation play in a "play in", Semi Final or Final, the game will progress as follows.

1. Teams will switch ends to begin a 5 minute, stop time, 3 on 3, sudden victory overtime period. In the event of a penalty, teams will play 3 on 2.
2. If still tied, without switching ends, teams will **immediately** begin a 5 minute, stop time, 2 on 2, sudden victory overtime period. In the event of a penalty, teams will play 3 on 2.
3. If still tied, teams will select 3 players to participate in a best of three shootout, with the HOME TEAM having the choice of shooting first or second. No player may shoot a second time until all three shooters have gone.
4. If still tied, teams will alternate a chosen 3 shooters, one at a time until the game is decided. (ie. If team "1" scores, team "2" must score to continue.
 - Timeouts will not be permitted in overtime play.
 - During the 3 on 3 or 2 on 2 overtime, teams will not be permitted to change players/lines on whistles and or stoppages of play. ALL player changes must be made "on the fly".
 - In the event of an injury in either overtime period, the team of the injured player will be allowed a substitution during the stoppage of play. The opposing team will then also be permitted a player substitution.
 - A 3 player shootout list (by player #) must be submitted to the referee/scorekeeper prior to the shoot out beginning.
 - Teams will not switch ends for the shootout.

The exercise of B3 establishes the team or teams with the highest position by percentage. These teams will advance. If there are still teams tied, they go to the next step – **THEY DO NOT GO BACK TO THE TWO (2) TEAM TIEBREAKER**

EXAMPLE

- 1 Team A - .714 = 1 seed – advances
Team B - .500 = 3 seed – does not advance
Team C - .650 = 2 seed – advances

- 2 Team A - .714 = 1 seed – advances
Team B - .500 = still tied with Team C (go to next step)
Team C - .500 = still tied with Team B (go to next step)

- 3 Team A - .650 = still tied with Team B (go to next step)
Team B - .650 = still tied with Team A (go to next step)
Team C - .500 = does not advance

B4 if teams are still tied after B1, B2 and B3 the team with the fewest goals against (**all round-robin games played**) will gain the highest position

B5 if teams are still tied after B1, B2, B3 and B4 the team with the most goals for (**all round-robin games played**) will gain the highest position

B6 if teams are still tied after B1, B2, B3, B4 and B5 have been applied, the team to qualify would be the team with the least number of penalty minutes throughout the round-robin games.

B7 if the teams are still tied after B1, B2, B3, B4, B5 and B6 have been applied, a coin toss shall determine the winner. In a three-team coin toss, the odd team gains the highest position