



2022-23 Muskoka-Parry Sound Local League Championship Weekend Rules & Regulations

- The 2022-23 MPSLL Championship Weekend will be held on the Weekend of March 3-4-5 with the following member associations hosting the corresponding LL division;

U9 - Muskoka Rock

U11 - Parry Sound

U13 - Almaguin (Burks Falls and Sundridge)

U15 - Huntsville

U18 - South Muskoka

IMPORTANT – The highest “Seeded” team in the pool in each game is the HOME team regardless of the centre (Example; Huntsville could be the VISITOR if seeded lower than their opponent even if the game is played in Huntsville. The host will not necessarily be HOME.



IMPORTANT – Any suspension, major or match penalty assessed during the Championship Weekend must be reported immediately following the game by the offending team to the MPS Local League OMHA Representative AND the MPS Local League Statistician via email

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- Each division (U9 - U15) will be split into a "A" and "B" pool for the Championship Weekend, based on the final MPSLL Standings. The first standings tiebreaker will be GF%. For uneven divisions in terms of teams the “middle standing” team will slot into the bracket in which they are closest to in winning percentage points (Winning %)
- Each team will compete in a “Double Elimination” bracket. A team must lose twice to be eliminated. "Super Sunday" will be comprised of any remaining bracket games, followed by the A and B pool Championship games. In the event of a loss in the Championship game being either team's first of the tournament, a second final game, with the same teams will be required. This is an ordinary, unique feature in a double elimination tournament.



- The playing/singing of O'Canada will precede each A and B pool Championship 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 designated benches. All observing the national anthem should stand, facing the picture of the Queen and/or the Canadian Flag if applicable.
- The winners of the A pool will receive the MPSLL Division Cup, while the winners of the B pool will receive MPSLL "B" trophy.
- All bracket games at all levels will be played with regular season period lengths. 10-10-15 for U9,u11and U13 and 10-15-15 for U15 and U18. One "time-out" per team will be permitted in all games.
- The Semi-Final and Final games will be played with regular MPSLL periods. 10-10-15 for U9, U11 and U13 and 10-15-15 for U15 and U18. One "time-out" per team will be permitted in all Final (Championship or Championship Extra) games.
- In the event of a tie in any game, the contest will progress to overtime. If still tied, the game will progress to a shoot-out. Complete Overtime and Shootout rules are listed below.



One player from each team in every game will be awarded a player of the game award (award to be determined by the MPSLL board/Hosting Centre) as chosen by either the opposing or their own team (Coaches to decide prior to the game). Immediately following the conclusion of the game.

All applicable Hockey Canada, OMHA and/or MPSLL rules will apply. As with all LL games, the Championship Weekend games are NON-BODY CHECKING.

In the event of any dispute the decision(s) of the Muskoka-Parry Sound Local League Executive Committee will be considered final. Please direct any questions or inquiries to your MPSLL Representative.

Good luck teams and most importantly.

SHOW SPORTSMANSHIP, PLAY SAFE & HAVE FUN!



2022-23 Game tie-breaking rules

In the event of a tie game at the end of regulation in any game, the match will progress as follows.

1. Teams will switch ends to begin a 5 minute, stop time, 3 on 3, sudden-victory overtime. In the event of a penalty, teams will play 3 on 2. Teams will not be permitted to change lines/players on whistles and must change "on the fly".
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. Teams will not be permitted to change lines/players on whistles and must change "on the fly".
3. If still tied, teams will select 3 players to participate in a best of three shoot-out, with the HOME TEAM having the choice of shooting first or second. No player may shoot a second time until all 3 players have gone. Teams will not switch ends for the shoot-out(s).
4. If still tied, teams will alternate shoot-out shooters, one at a time until the game is decided (ie. if team "1" scores, team "2" must score to continue). Teams will then alternatively go through each player without repeating until all players on the smallest team have shot. (ie. If team 1 has 10 players and team 2 has 14 only 10 players on team 2 will participate in the shoot-out.) Players that participated in the best of three round will be allowed to participate in the second round. If all players have had a turn, the shoot-out will start with first players and continue until the game is decided.



5. A complete shoot-out list (by player #) must be submitted by each team to the referee prior to the first shoot-out beginning.
6. Teams will not switch ends for the shoot-out.

Overtime Reminders

Teams will not be permitted to change lines/players on whistles and must change "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.

Timeouts will not be permitted in overtime period(s).

Teams will not switch ends for the 2 on 2 overtime or the shoot-out if either are required.

A 3 player shoot-out list (by player #) must be submitted by each team to the referee prior to the first shoot-out beginning.