

LLFHL PLAYOFFS 2018 INFORMATION

READ CAREFULLY. ALL INFO REQUIRED FOR LLFHL PLAYOFFS WILL BE FOUND IN THIS DOCUMENT

The top 8 teams in each regular season playing loop will advance to the first round of the playoffs. If there are less than 8 teams, all teams will advance. Consequently, if there are less than 8 teams, some teams will get a bye to the 2nd round. The brackets will reflect this.

Team Re-categorization by OWHA – If a team was recat “up” you will not be eligible for LLFHL Playoffs. If a team was recat “down” you are eligible for playoffs, in your regular season division IF you finish in the top 8 teams.

Regular Season Tie-Breakers: If at the end of the regular season, there are ties, the “LLFHL Rules & Regulations Section 16” will be followed. At this time, Ivrrnet does not have the ability to rank LLFHL teams according to the LLFHL tie-breaking rules.

There are no pickups permitted during LLFHL Playoffs. Emergency exemption for goalies only.

Rounds

First Round begins: January 22nd ends February 11th, 2018

Second Round begins: February 12th ends February 25th, 2018

Third Round begins: February 26th and ends March 18th, 2018.

No extensions to any rounds

Matchups and Playoff Brackets

You can find the playoff brackets for 2017/18 at <http://www.llfhl.ca/llfhl-playoffs/>.

Once your team appears in the brackets and your opponent is determined, you can go ahead and schedule your round.

There will be no re-seeding. The higher seeded team in each series has the first option to have a second home game if required.

If there are less than 8 teams in a division loop, top teams will be given a bye to the next round.

Series Winners

The winner of a round will be the first team to 4 points. The LLFHL will advance the series winner in the brackets.

The first two games can end in a tie. No overtime required. However, all teams should allow for an extra half hour of ice for game 3 in case a tie has to be broken by means of overtime, and possibly a shootout.

Scheduling the Series

Three games for each round **MUST** be scheduled and submitted to the LLFHL **BEFORE** the first game is played.

If a 3rd game is not required the LLFHL will remove it from the online schedule.

Any scheduling obstacles between two teams should be addressed/mediated by Association League Liaisons/Ice Schedulers. The LLFHL does **NOT** get involved with scheduling difficulties.

MARCH BREAK IS NOT A BLACKOUT.

Submit your Schedule

Submit your 3 game schedule here:

<http://www.llfhl.ca/playoff/index-new.php>

A link from the home page www.llfhl.ca is also available.

Liaison Login/Password: P2018

A copy of the schedule you input will be sent to the LLFHL and one to yourself. The LLFHL will upload the schedules. Your schedule will appear in the same area as the regular season.

<http://www.llfhl.ca/schedules-and-stats/>

Game Lengths & Overtime (if required in 3rd game)

Playoff game lengths are the same as regular season.

There are no curfews in LLFHL playoff games.

ONE 30 second time out is permitted/game. If not used in regulation time, the time out can be used in overtime.

Games #1 and #2 can end in a tie.

If a winner is not determined by the end of regulation in the 3rd game, a 10 minute OT period will be played (stop time), 4 on 4.

All minor penalties, misconducts and suspensions carry over into the OT period and (shootout if required.) This period is sudden death, and the first team to score wins the game.

If the game is still tied after the 10 min overtime period the game will then go to a shootout.

Shootouts

Shootout Rules:

1. Each team is responsible for designating its first six shooters on the third game sheet prior to the start of the third game. The six shooters must be different players. The shooting order will be designated by S1, S2, S3, S4, S5, S6, and must be followed. A player serving a penalty at the end of the overtime is ineligible to participate in the shootout and a replacement must be designated immediately prior to the shootout commencing. The replacement player is inserted into the slot

held by the penalized player. If a previously designated player becomes sick or injured prior to the shootout, the team may designate a replacement, in which case the sick or injured player becomes ineligible to participate in the shootout and the replacement player is inserted at S6, with other designated players moving up as required.

2. The Home team will have the option of shooting first. The teams will alternate players shooting on the opposing goalie (i.e. they don't shoot at the same time). All Hockey Canada rules applicable to penalty shots are to be followed (refer to Official Playing Rules Rule 4.9). All shooters will start out with the puck at center ice. Only the player participating in the shootout and the two goalies are to be on the ice during a shot.
3. Once the shot is completed the player must proceed to the penalty bench. It will be the responsibility of the timekeeper to keep track of the number of each shooter. It will be the responsibility of the Home team to ensure that the timekeeper is aware of their responsibilities.
4. If still tied after the 3-player shootout, a sudden victory shootout will take place. Each team will continue to send out a single player until one team scores and the other doesn't at which point the team scoring will be declared series winner.
5. A player may only shoot once until the smallest of the rosters of eligible players has been gone through completely (minus goalies) at which point the team with the larger roster may elect to have a player who has already shot shoot again.

Scoring Playoff Games

Games MUST be scored, by the HOME team, within 24 hours of game start.

- If the third game goes into OT, score the OT period as period #4
- If the third game goes into a shootout, score this as period #5

Managers/Statisticians are encouraged to use the GAME NOTES section to communicate any concerns with scoring to the LLFHL.

A confirmation email will be sent to those teams that qualify for Championship Weekend 2018. More information regarding Championship Weekend will be sent out in the near future.

GOOD LUCK TO ALL TEAMS!

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