



Muskoka Parry Sound Hockey League Playoff Rules 2015

General Rules

1. All teams must be ready 15 minutes prior to scheduled game time.
2. All teams receive a 3 minute warm up period.
3. Each team shall be entitled to one 30 second timeout during regulation time only.
4. All games shall be a minimum of 10-10-15 minute stop time periods.
5. Floods are between games only.
6. All referee decisions are final.
7. Only Coaches and Managers can present disputes to host Centre officials.

Mercy Rule

8. Straight time shall be invoked in the third period of any game where the goal differential exceeds 4. Stop time shall be reinstated if the differential becomes less than 4.

Overtime Rules

Sudden Victory

- *No player changes during stops in play
 - *3 minute straight time periods
 - *1st 4 on 4
 - *2nd 3 on 3
 - *3rd 2 on 2
 - *4th 1 on 1
 - *5th 4 on 4, etc.
- Penalties shall be served during all periods unless a team is reduced to no skaters.
 - If this occurs, the opposing team adds a skater. Goalies must remain on the ice in overtime. Minor penalties during straight time shall be 3 minutes.

Round Robin Points

All games will be decided with a win and seeding for the final rounds will be based on most wins during the round robin.

Tie Breaker

In the event teams are tied, the following procedure will apply.

- (a) Head to head competition; the winner of the game between the two teams gets the higher seeding.
- (b) If three or more teams are tied, the seeding of the tied teams will be based on penalty minute totals. A team with lower total penalty minutes** shall be seeded higher.
- (c) If still tied, the team with the least number of goals against will be seeded higher.
- (d) If still tied, the team with the most goals for will be seeded higher.
- (e) If teams are still tied, seeding will be determined by a coin toss.

NOTE: **For purposes of section (b), including straight time infractions, penalty minutes shall be assigned as follows:

Minors: 2 minutes

Majors: 5 minutes

Misconducts: 10 minutes for each infraction noted on the gamesheet