

Lakehead Minor Hockey League 2024 Playoff Rules

Rules & General Notes

1. Zero tolerance-rules are in effect for all players, team officials and parents.
2. All games will have paid timekeepers. **Coaches, please have your players ready to go on the ice once the Zamboni doors shut.**
3. The warm-up time will be set per division as it was during the regular season. Timekeepers will set the warm-up time on the clock and will start the clock as soon as the Zamboni doors are shut. They will buzz with one minute left to have the pucks collected. To speed the process during the games, U13 teams are required to go directly to their bench at the end of each period. Only starting players will remain on the ice to restart the game.
4. **NO TIME OUTS** at any time during the playoff games.
5. Only those players regularly rostered to the teams are allowed during play-offs. No affiliates or multi rostered players will be allowed. Goalies considered under special circumstances and approved by L.H.M.L. executive. Please notify your association president ASAP should a goalie be required.
8. Round robin single U11 (A) & (AA) games 1 and 2 must end at the allotted time regardless of what is left on the game clock.
9. U13 (A) & (AA) games 1 and 2 must end at the allotted time regardless of what is left on the game clock. **FLOODS WILL ONLY OCCUR AT THE START OF EACH GAME, THERE WILL NOT BE A BETWEEN PERIOD FLOOD. Each game of the block will end at the allotted time regardless of what is left on the clock.**
10. No changes to the schedule are allowed.
11. The order of finish after the round robins will be determined by:
 1. Most Points
 2. Most Wins
 3. Head-to-Head
 4. Goal percentage, total number of goals for and against divided into the total number of goals for. (For example, 10 goals for and 8 goals against would be $10/18 = .55555$)
 5. Least goals against (using maximum 5 goal spread in any game)
 6. Coin toss

Overtime (all divisions)

Any required final cannot end in a tie, overtime will be available for those games only. Extra time has been allotted to play overtime. In these games only, the game will be allowed to finish in its entirety regardless of the score. If overtime is required, it will start after the regular game time has expired the game will not be buzzed at the allotted time.

Overtime is sudden death.

Goalies do not switch ends for overtime.

Teams will start 3 on 3 for 15-minute stop time periods. Change on-the-fly only, NO changing on the whistles.

Penalties in Overtime (all divisions)

In the event of a penalty, the penalized team will play 4 on 3. If a second penalty occurs the offending player goes to the penalty box and is replaced by another player on his/her team. The opposing team also adds a player so that it becomes a 5 on 3. Once the first penalty is over it becomes a 5 on 4 until the next whistle when it goes back down to a 4 on 3. If the shorthanded team gets another penalty, the offending player goes to the box and it becomes a 5 on 3. Once all penalties are served play will return to 3 on 3 at the next whistle.

Coaches are not allowed to engage the timekeepers in any manner. Game officials are completely off limits.