**LOCAL LEAGUE Round robin PLAYOFFS Feb 5th to March 7th**

1. FINAL DAY to play regular season games:

**U 9 MD and U 9 LL no playoffs**

Can play their full ice games until March 31st however, the seeding for the Final weekend will be based on the win % on **March 9th**

The schedule will be uploaded soon after.

**U11 LL, U13 LL, U15 LL, U18 LL**

SEEDING for the POD A, B and C will be done FEB 4th  using win % after the final game of the day.

**U 13LL and U11 LL : Last game at 4:30 pm - so cut off will be 7 pm**

**U 15LL and U18 LL : Last game at 7:00 pm - so cut off will be 9:30 pm**

**Games left in the ipad - not uploaded, each centre is responsible for checking before the deadline that all games have been uploaded.**

1. **CHAMPIONSHIP WEEKEND** -Saturday March 23- Sunday March 24th

(possibly a few on Friday night if needed) The schedule (without the teams) will be available online no later than March 1st.

WELLAND Pod A and Pod C

Port Colborne Pod B and U9 Md and U9LL

All finals – A, B, and C pods will be on Sunday in Port Colborne.

West Niagara U8 LL and U8 MD

1. **Estimate : COST per team / per game**

U 9 130 per game / per team $260

U 11 $150 per game / per team $300

U13 $170 per game / per team $340

U 15 $ 210 per game / per team $420 (3 man system)

U 18 $ 233 per game / per team $465 (4 man system)

CENTRES will be billed after the weekend and will be invoiced based on whether they played one or two games.

1. **PLAYOFF FORMAT for the round robin games**

True round robin within the pod.

SEEDING and dividing teams into PODS to be created on Feb 4th using win %

Games to be played between Feb 7th and March 8th (4 weekends)

If games are scheduled March 9, 10, 11th (first weekend of March break or anytime during March break) Both centres must agree and these dates must be approved by Peter in an email with both centres cc’d

Pods of 8, will play 4 home/ 3 away

Pods of 7, will play 3 home / 3 away.

Teams can play during the day on Family Day weekend and double headers on weekends are permitted.

Superbowl Sunday no games after 3pm unless both teams agree.

Regular stop time, same as regular season. No overtime.

One time out per team, per game.

All efforts will be made to avoid curfews, however curfews may occur. Curfew must be entered on game sheet prior to the game.

Top 4 teams after round robin will advance to championship weekend.

Cancellation of playoff games is frowned upon.

Monday March 18th, through Wednesday March 20th are reserved for possible tie breakers.

1. Centres must submit 4 home ice times per teams to the local league scheduler. They may also submit an alternate date if they have Saturday or Sunday ice.

Black out dates must also be submitted.

Match-ups will be created using the tables on Page 3.

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|  | **Visitors** | | **vs** | | **Home** | | |  | **Visitors** | | **vs** | | **Home** | | |  | **Visitors** | | **vs** | | **Home** | | |
|  | **7 team in a pod** | | | | | | |  | **8 team in a pod** | | | | | | |  | **9 team in a pod** | | | | | | | |
|  | 2nd PLACE | | vs | | 1st PLACE | | |  | 2nd PLACE | | vs | | 1st PLACE | | |  | 2nd PLACE | | vs | | 1st PLACE | | |
|  | 3rd PLACE | | vs | | 1st PLACE | | |  | 3rd PLACE | | vs | | 1st PLACE | | |  | 1st PLACE | | vs | | 3rd PLACE | | |
|  | 1st PLACE | | vs | | 4th PLACE | | |  | 1st PLACE | | vs | | 4th PLACE | | |  | 4th PLACE | | vs | | 1st PLACE | | |
|  | 5th PLACE | | vs | | 1st PLACE | | |  | 5th PLACE | | vs | | 1st PLACE | | |  | 1st PLACE | | vs | | 5th PLACE | | |
|  | 1st PLACE | | vs | | 6th PLACE | | |  | 1st PLACE | | vs | | 6th PLACE | | |  | 6th PLACE | | vs | | 1st PLACE | | |
|  | 1st PLACE | | Vs | | 7th PLACE | | |  | 7th PLACE | | Vs | | 1st PLACE | | |  | 1st PLACE | | Vs | | 7th PLACE | | |
|  | 3rd PLACE | | vs | | 2nd PLACE | | |  | 1st PLACE | | vs | | 8th PLACE | | |  | 8th PLACE | | vs | | 1st PLACE | | |
|  | 4th PLACE | | vs | | 2nd PLACE | | |  | 3rd PLACE | | vs | | 2nd PLACE | | |  | 1st PLACE | | vs | | 9th PLACE | | |
|  | 2nd PLACE | | vs | | 5th PLACE | | |  | 4th PLACE | | vs | | 2nd PLACE | | |  | 3rd PLACE | | vs | | 2nd PLACE | | |
|  | 6th PLACE | | vs | | 2nd PLACE | | |  | 2nd PLACE | | vs | | 5th PLACE | | |  | 2nd PLACE | | vs | | 4th PLACE | | |
|  | 2nd PLACE | | Vs | | 7th PLACE | | |  | 6th PLACE | | vs | | 2nd PLACE | | |  | 5th PLACE | | vs | | 2nd PLACE | | |
|  | 4TH PLACE | | vs | | 3rd PLACE | | |  | 2nd PLACE | | Vs | | 7th PLACE | | |  | 2nd PLACE | | Vs | | 6th PLACE | | |
|  | 5th PLACE | | vs | | 3rd PLACE | | |  | 8th PLACE | | vs | | 2nd PLACE | | |  | 7th PLACE | | vs | | 2nd PLACE | | |
|  | 6th PLACE | | vs | | 3rd PLACE | | |  | 4th PLACE | | Vs | | 3rd PLACE | | |  | 2nd PLACE | | vs | | 8th PLACE | | |
|  | 3rd PLACE | | vs | | 7th PLACE | | |  | 5th PLACE | | vs | | 3rd PLACE | | |  | 9th PLACE | | vs | | 2nd PLACE | | |
|  | 5th PLACE | | vs | | 4th PLACE | | |  | 3rd PLACE | | vs | | 6th PLACE | | |  | 4th PLACE | | vs | | 3rd PLACE | | |
|  | 7th PLACE | | vs | | 4th PLACE | | |  | 7th PLACE | | vs | | 3rd PLACE | | |  | 5th PLACE | | vs | | 3rd PLACE | | |
|  | 4th PLACE | | vs | | 6th PLACE | | |  | 8th PLACE | | vs | | 3rd PLACE | | |  | 3rd PLACE | | vs | | 6th PLACE | | |
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|  | 7th PLACE | | Vs | | 6th PLACE | | |  | 7th PLACE | | vs | | 4th PLACE | | |  | 3rd PLACE | | vs | | 9th PLACE | | |
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The Pods will be created at the discretion of the executive.

1. Tie BREAKERS for ties following Round Robin Play:
2. If a tie breaker is needed to decide 4th and 5th  thereby eliminating one of a team from the championship weekend, a tie breaker game will be played.

[i] If Three [3] teams are tied in points for 4th place after Round Robin Play, the Team that finished with the highest standing at the end of Regular Season Play will have a BYE and wait to play the winner of the remaining Two Teams who will play a sudden victory Round Robin Tie Breaker Series using the format in item 7 below.

[ii] If Four [4] teams are tied in points for 4th place after Round Robin Play there will be two [2] sudden victory games using the format in item 7 below. Final Regular Season League standings will be used to determine who plays whom. Of the teams that are tied the team that finished highest will play the team that finished third highest, and the team that finished second highest will play the team that finished fourth highest.

1. If tie breaker is strictly to decide seeding, 1 through 4, with no teams being eliminated from the Championship weekend the following will be used:
2. head to head
3. regular season standings will decide the seeding.
   1. Total points
   2. Best +/- differential on total goals for & total goals against. by subtracting the total goals against from the total goals for
   3. Highest total of Total Goals for.
   4. Lowest total of Total Goals against.
   5. Lowest total of Total Penalty minutes.
   6. Highest total of Total Wins.

7) Format for Round Robin Tie Breaker Game if needed:

[i] A one- [1] game winner take all series will be played. Tie breaking games will be held on the first available ice after March Break.

[ii] The association of the team that finished highest in the standings at the End of Regular Season play will be given the first opportunity to host the game. If they are unable to host, the opposing team will host. If both teams are unable to host prior to Monday March 18- Tuesday March 19th or Wednesday March 20th, a neutral site will be found.

[iii] Regulation stop time periods will be played with NO curfew.

[iv] If the game is tied after regulation, 1 x 5 minute 4 vs 4, sudden victory overtime.

[v] If after the 5 minute overtime, the game is still tied, the game will be decided by shootout.

* + - * 1. 3 person shootout, (all 3 shoot, alternating one team then the other)
        2. home teams has the choice of shooting first or second.
        3. If after the 3 shooters it is still tied, each team will choose 1 shooter and continue the shootout until a winner is decided. (sudden death)
        4. Teams cannot use the same shooter twice unless everyone on the team has already gone once.

The Home Association is responsible for covering the cost of Ice Time, Referees Expenses, and Time/Score Keepers.