

Pacific Coast Amateur Hockey Association

Juvenile Playoffs

February 2005

REVISED

The playoff formats and rules are reprinted below from the PCAHA rule book for your convenience. The Single Game Elimination Round will be played under **Format #1** as described in Section N(12)(d). Teams **MUST** play a full 15 minute 3rd period. Overtime is permitted if the game is tied at the end of three periods.

Section N - Playoffs

11. Four-Point Series:

(a) Four-point series shall be held on the basis of 2 points for a win and 1 point for a tie. No overtime shall be played in a four-point series, except in the fourth game (if necessary).

(b) Each series of three games shall be played within 8 days, starting with the home team's first available ice time, or Sunday to the following Sunday.

(c) All things being equal, the team with the higher standing in league play shall be the home team and provide icetime for the first and third games of the series while the team with the lower standing in league play will be the home team and provide icetime for the second and fourth games of the series.

(d) Playoff ice scheduling is to be handled by the participating Association's Ice Scheduler, under the direction of the Managing Director. In the event that home ice is not available at a suitable time after receiving the ice submissions from both teams, the Managing Director may rule the first game to be played at the home of the team with the lower standing.

(e) Icetimes and period times for the 1st, 2nd, and (if necessary) 3rd games of the four-point series shall be played according to Section G.

(f) Notwithstanding Section N(11)(e), games in the following playoff series shall be played on the basis of three full, stop-time periods:

(i) Minor "A" and "B" Conference or playoff grouping Championship four-point playoff series (if any).

(ii) Any other four-point playoff series that the Executive Committee so designates.

(g) In the event of a tie at the end of the series, a 4th game will be scheduled with the home team being the team with the lower standing in league play, thus equalizing the number of home and away games. This game shall be played according to Section N(13) - Tiebreaker Game.

12. Single Game Elimination Series:

(a) The home team in the series shall be deemed to be the team with the higher standing in league play. However, in the event that home ice is not available within a suitable period of time, the Managing Director may rule that the game be played at the home of the team with the lower standing.

(b) Due to the limited time available to complete a single game elimination series, games shall be played according to either Format #1 or Format #2, below. Use of Format #1 or Format #2 for a given series shall be at the discretion of the Managing Director.

(c) Every effort shall be made to start games on time and to avoid delays to best utilize the available icetime.

(d) **Format #1:** The game shall be played according to Section N(13) - Tiebreaker Game.

(e) **Format #2:**

(i) Ictime and period times for the game shall according to Section G.

(ii) **Tied Game:** No overtime shall be played. If a game is tied at the end of regulation time, the game shall be replayed on the home ice of the visiting team. Single Game Elimination Format #1 shall apply for the replay.

13. Tiebreaker Game:

A Tiebreaker Game shall have three full, stop-time periods of not less than 15 minutes in length. Section G(7)-Note (b) shall not apply. In the case of a tie at the end of the third period, overtime shall be played according to Section N(14). The home team shall provide sufficient icetime for three full, stop-time periods plus any overtime that may be necessary for a winner to be declared.

14. Overtime:

(i) In a tied game at the end of regulation time, there will be a one-minute rest and then a ten-minute stop-time sudden victory period.

(ii) If still tied at the end of the first overtime period, there will be a 5-minute rest and then a ten-minute stop-time sudden victory period.

(iii) If still tied, repeat (ii) until a winner is declared.

(iv) Teams will change ends at the end of each period.