



# **TRI-COUNTY**

## **minor hockey league**

## **TCMHL (Advanced League) Playoff Dates, Rules and General Information**

### **Playoff Dates:**

- **Round Robin Playoffs:** March 15th to March 26th, 2025
  - **March Break:** March 8-14 NO GAMES
  - **Semi-Finals and Finals:** March 27th to March 30th, 2025
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### **Round Robin Playoffs (RR) Rules**

1. **Game Ends in a TIE:** If tied at the end of regulation each team will receive 1 Point
  2. **Timeouts:**
    - Each team is allowed one 30-second timeout per game during all AHL Tri-County Playoff games.
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### **TCMHL Championship Round Rules**

o Semi-Final and Final. All games must have a winner game can not end in a tie.

#### **1. Overtime Rule for Championship Games:**

- 10-minute sudden death victory overtime (3-on-3).
- No switching ends.
- If still tied after overtime, the game will be decided by a shootout.

#### **2. Shootout Format:**

- Each team selects 5 players for the shootout. (Players serving penalties at the end of regulation or overtime cannot participate in the shootout)
- Initial Shooters: Each team selects five different players to shoot in the first round.
- Simultaneous Shots: Both teams shoot at the same time with one shooter from each team going head-to-head.

- **Scoring:** After each pair of shooters completes their attempts, referees tally the score for each team.
- **Tie After 5 Shooters:** If the score is tied after all five shooters from each team have taken their shots, the shootout continues in a sudden-death format.
- **Selecting Shooters in Sudden Death:** Teams are allowed to re-use shooters from the initial five or select new players who haven't yet shot.
- **Sudden Death Format:** The shootout proceeds one shooter at a time for each team until one team scores and the other misses, breaking the tie.

### **3. Timeouts**

- Each team is allowed one 30-second timeout per game during all Tri-County Playoff games
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## **Game Formats by Age Group**

### **U10 to U18 (Mixed Age Groups):**

- **Teams per group:** 4-7
  - **Total Playoff Games:** 4 round robin games
  - **Championship Format:**
    - Semi-Finals & Finals: Single Elimination Game
    - Each game must have a winner.
    - U10-U13 Game Length 10-10-15
    - U14-U18 Game Length 10-15-15
    - Flooding the ice between periods will be at the discretion of the hosting CTR. If time allows, both teams must agree to the ice flood before the start of the game.
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## **Hosting Responsibilities**

- **Referees and Timekeepers:**
    - The hosting association must provide referees and timekeepers.
    - Ensure that officials are aware of overtime and shootout rules for games requiring a winner.
  - **Presentation of Medals and Banners:**
    - Ensure that medals and banners are available before the Championship Game.
    - Arrange for a representative or officials to present awards.
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## **Tie-Breaker Rules (U10 – U18 TCMHL Round Robin Playoffs) Seedings to be determined by the following:**

### **Tiebreaker Rules**

- 1. Penalty Minutes**
  - The team with the **fewest penalty minutes** in the round-robin games ranks higher. This promotes discipline and safe play by rewarding teams with cleaner records.
- 2. Head-to-Head Record**
  - If still tied, the **result of the head-to-head game(s)** between the tied teams will be used to determine the ranking.
- 3. Goal Differential**
  - The team with the **highest goal differential** (goals scored minus goals allowed) ranks higher. This encourages strong offense and defense without encouraging teams to excessively run up the score.
- 4. Goals Against**
  - If the tie persists, the team with the **fewest goals allowed** in all round-robin games will rank higher. This rewards teams with stronger defensive performance.
- 5. Goals For**
  - If still tied, the team with the **most goals scored** in the round-robin games ranks higher.
- 6. Coin Toss or Draw**
  - As a last resort, a **coin toss or random draw** can be conducted to determine the ranking if all other criteria are still equal.

This format emphasizes discipline and safety while progressively rewarding strong, balanced performance on offense and defense.

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