

# EASTERN HOCKEY LEAGUE



## PLAYOFF RULES 2024-2025

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# GUIDELINES TO HOST ORGANIZATIONS

A) Form an Operations Committee

B) Assign the minor officials (markers, timekeepers, announcer)

C) Assign the referees for the following categories:

- M11 A-B-C
- M13 A-B-C
- M15 A-B
- M18 A-B

D) Display the playoff chart and game results in the arena.

E) Display the specific rules in the referee's room and timekeeper box.

F) Identify the benches and rooms (HOME & AWAY).

**The home team will always been the higher ranked team in the regular season standings with the exception of semi-finals, finals and if necessary games.**

G) Welcome the teams.

H) Conduct the draw in the semi-finals, finals, and if necessary to determine the home team and visiting team.

I) Prepare the score sheet **(if doing paper score sheets)**

J) Recuperate the game sheet after each game as well as the referee report if there is one. **(if done with paper score sheets)**

K) Send **after each game** the results so that the website can be kept up to date to [amaislin@westmount.org](mailto:amaislin@westmount.org) **(if done with paper score sheets)**

L) Communicate immediately with Andrew Maislin if there is a situation of protest or eligibility complaint.

M) Ensure good application of the rules.

**N) Ensure that you have a constant presence during the games of a member of your committee.**

# GAME SUPERVISOR CHECK LIST

- 1) Have read the regulations specific to the EHL Playoffs
- 2) Arrive at the arena 60 minutes before the game
- 3) Identify the rooms (Home & Away)
- 4) Welcome the teams
- 5) Advise the rink staff that the games have to be played in full.
- 6) Confirm that suspended players are indicated on the score sheet (daily suspension list sent by league)
- 7) Ensure that the timekeeper and referees know well the time of each period and in case of overtime.
- 8) Verify the team binder:
  - a. Team T-112 (printed after March 1st), are all players are registered, and are any players released or ineligible.
  - b. For affiliated players, no affiliated player can take part if the team has all of their players present which appear on the team registration. .
- 9) At the end of the game : **(if done with a paper score sheets)**
  - a. Retrieve the score sheet after each game as well as the referee report if there is one.
  - b. Return the team binder to the team.
  - c. Transmit after each game the results by email in order to keep the website up to date.

Email : [amaislin@westmout.org](mailto:amaislin@westmout.org)

These regulations apply to the EHL Playoffs. They just add or clarify the regulations of the regional leagues, of Hockey Quebec, and Hockey Canada. All members are subject.

# FORMAT – False Double Elimination

CH-02

**M11 A-B-C, M13 A-B-C, M15 A-B, et M18 A-B**

A **false double elimination** format will be used.

## LENGTH OF GAMES

All the games are stop time. A **three** (3) minutes warm-up will be allowed before each game.

**M11 A-B-C, M13 A-B-C, M15 A-B & M18 A-B**

1<sup>st</sup> period of ten (10) minutes stop time.

2<sup>nd</sup> period of ten (10) minutes stop time.

3<sup>rd</sup> period of ten (10) minutes stop time.

## HOME AND VISITOR

Home team will always been the higher ranked team in the regular season standings with the exception of semi-finals, finals and if necessary games.

The home team will wear dark sweaters, will use the receiving bench and will dress in the designated room. In the event of a dispute, the final decision will be taken by the hosting organization committee.

**Semi-Finals, Finals & If Necessary :** Thirty minutes before the game, a representative from each of the two (2) teams and a representative from the host organization will proceed with the draw. The winner of the draw will have the choice to be home or visitor.

**All games must finish with a winner**

**Each association will host the series assigned including the finals and if necessary games. No “Finals” day will be held. All EHL playoffs must be completed by April 1st.**

# GAMES

## CH-03

### Grille Franc-Jeu

POINTS FRANC-JEU					
DIVISION	PENALTY MINUTES	POINTS	PENALTY MINUTES	POINTS	A team will automatically lose their Franc-Jeu if a team official receives any of the following codes : D61, D62, D66, D70, E77 +B77 or E78 + B78.
M11	10 minutes or less	1	11 minutes or more	0	
M13	12 minutes or less	1	13 minutes or more	0	
M15	16 minutes or less	1	17 minutes or more	0	
M18	20 minutes or less	1	21 minutes or more	0	

## CH-04

### Overtime

**After Franc Jeu has been applied, when the games have to be completed** and have to go into overtime, rule 9.6.1 & 9.6.2 of the administrative rule book of Hockey Quebec must be applied.

#### 9.6.1 Overtime Periods

A. For all tournaments approved by Hockey Quebec, should the score be tied after the three periods of regulation time, after the «Franc Jeu» regulations have been applied and where games have to be completed, there shall be overtime as follows:

B. A single five-minute (5) additional period in stopped time with line-ups limited to three (3) players and a goaltender, except for penalized players who must serve their respective penalties or for the application of «Franc Jeu» regulations. The first (1st) goal scored ends the game. In the event of a penalty or a team loses their Franc Jeu point, the non-offending team adds one (1) player.

C. If the tie remains after this five-minute overtime period, there will be a shootout as described in Article 9.6.2.

D. During semi-final and final games of each Hockey Quebec approved tournament, should the score be tied after the three periods of regulation time and after «Franc Jeu» points have been tallied, there shall be overtime as follows:

- i) A single ten-minute additional period in stopped time with line-ups limited to 3 players and a goaltender, except for penalized players who must serve their respective penalties or for the application of «Franc Jeu» regulations. The first (1st) goal scored ends the game.
- ii) If the tie remains after this ten-minute overtime period, there will be a shootout as described in Regulation 9.6.2.

### **9.6.2 Shootout**

A. After each game of a playoffs, if there is a tie between two teams, the Coach will send a player who will attempt to score against the opposing goaltender. He does not need to inform the officials of the order in which his three (3) players will shoot. Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, players who will take part in the shootout. All players other than the goaltender must take part in the shootout before a player is permitted to return a second time.

B. A player serving a penalty at the end of overtime shall be allowed to take part in the shootout.

C. The shootout will be carried out as follows:

- i) The Home Team shall have the choice of shooting first or second.
- ii) Once this choice is made, the designated team sends its first player to attempt to score against the opposing goaltender. Then the opposing team does the same until all three (3) designated players of each team have had their turn.
- iii) The choice made by the coach does not indicate the order in which the players must appear at center ice to take their shot.
- iv) Playing rules related to penalty shots are in effect.
- v) Shots are taken in turn and no simultaneous shots on the two (2) goaltenders will be accepted.
- vi) The team having scored the most goals in the completed round is declared the winner.

D. When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may not be the same as in the first round. However, for each full round, all players at the end of the game must participate in the shootout before a player may return for another try. The game ends when the tie is broken following an equal number of shots taken by each team.

### **CH-05                      TIME OUT**

A thirty (30) seconds time out per team per game is allowed during the playoffs.

### **CH-06                      SEVEN (7) GOALS SPREAD**

The game will be stopped by the referee, if a team gets a difference of seven (7) goals on its opponent after two (2) periods of play.

### **CH-07                      ICE RESURFACING**

The ice surface will be done after each game. Teams must be ready as soon as the preceding game is over.

### **CH-08                      GAME CHANGES**

No game change (change of dates) will be accepted during the playoffs. In case of a winter storm and/or force majeure, only The EHL Office may indicate any directive.

Change in time or of location (arena) will not constitute a game change.

### **CH-09                      SUSPENDED/INELIGIBLE MEMBER**

In addition to any other sanction provided in the regulations, a team that uses the services of a suspended or ineligible member automatically loses the game by default.

# MISCELLANEOUS

## **CH-10                    UPDATE (if done with paper score sheets)**

As to make it easier and faster, the host organization must send the scoresheet after each game to the EHL office by email to [amaislin@westmount.org](mailto:amaislin@westmount.org) .

## **CH-11                    HANDSHAKE**

M11 to M13: The handshake will take place at the end of the game.

M15 to M18: the handshake will take place at the beginning of the game.

In accordance with article 7.2.8 :

*B. As stipulated in the rules of play (start of the game and periods) all players must remain on their respective benches or on the penalty bench at the end of the match until the referee's signals. At the referee's signal:*

- *Players will head to the centre of the rink to exchange handshakes.*
- *Players will head to their locker room in the event that it has been decided not to exchange the handshake.*

## **CH-12                    Rule Highlights**

- A. A player or team official may join the game prior to the end of the 2<sup>nd</sup> period as long as the team in question advises the referee at the start of the game and does not cross the player off the score sheet. Any player or team official who comes after the 2<sup>nd</sup> period is not permitted to take place in the game including overtime and shootouts if necessary.
- B. If overtime is required, FJ points rule applies. If a team exceeds their allowable FJ point during regular playoff games not including the semi-finals, finals and if necessary, game, they will have play 4 on 3 for 5 minutes. They are not required to place a player in the penalty box. In semi-finals, finals and if necessary game a team that exceeds their allowable FJ points will play 4 on 3 for 5 minutes. They are required to place a player in the box during that time period.

## **CH-13                    Goalie PE Replacement Rule**

- A. When a rostered team goalie is not present for a game, they can only be replaced with a player in the position of goalie. A goalie cannot be replaced with a skater at any time.

## **CH-14                    Jerseys**

- A. Teams are required to have both home (dark) and away (light) jerseys for all playoff games.