

## **WOAA PLAY-OFF RULES – Rep and Local League**

### **Setup of Playoffs**

1. The format and deadlines for series and round robin play can be found on the drawsheets. Games must be scheduled to be completed no later than the deadline date. Teams are responsible to ensure their home scheduled games are updated on the OneDb.
2. In most cases the preliminary round will consist of a round robin with ideally 8 – 10 games for each team. Upon completion of the round robin a number of teams will advance to further play as set by the group convenor on the draw sheet.
3. Teams that cannot come to an agreement to schedule games or series within the set deadline will have the games set up by the Convenor. Only under extenuating circumstances will an extension be considered and allowed. This must be approved by the appropriate WOAA Convenor.
4. Any series will be a four point series. The team with first ice and at least 48 hours notice, will be the site of Game 1. The home site of the third game will be determined by a coin toss (virtual coin toss on OneDb) or other agreed to method (unless specified otherwise on the drawsheet).
5. A WOAA Playoff Agreement is required to be completed and submitted before the first game for all series style play-off.
6. Failure to fulfill your WOAA obligations will result in the enactment of the WOAA Play-off Commitment and Team/Centre Sanctions. Any team failing to fulfill their play-off commitments will be suspended from further competition for the remainder of the current season, including tournaments. A team, suspended for any reason, before they complete their play-offs will have all of their games (played & un-played) removed from the round robin schedule. NO RESULTS from games with a suspended team will be used in final calculations.
7. All teams must have in their possession at each game their approved electronic OMHA Team Roster. All team officials (coaches, manager, trainer) must be registered on an approved electronic OMHA Team Roster. These must be presented upon request as per OMHA Regulation 3.8 f & g.

### **Games**

1. Both teams are entitled to a 30 second time out each game.
2. One 10 minute sudden victory overtime period if a game is tied at the end of regulation time for both the Round Robin and series play unless additional periods are ordered by convenor.
3. It is the HOME team's responsibility to ensure that scores from ALL WOAA Play-off games are recorded on TheOneDB. If teams are using electronic gamesheets through Gamesheet Inc., scores should automatically report to TheOneDB. Ensure at game's end that the gamesheet has been submitted electronically on the iPad.
4. The WOAA Division Convenor should be contacted by the leading team when there could be a possible WOAA Playoff Championship trophy presentation.
5. Please refer to the OMHA Manual regulation 10.2 for accepted period lengths.

## Referees

1. It is the home team's responsibility to supply registered and qualified game officials. (See – OMHA Manual Appendix B (Rep) and Appendix C (Local League). \* **NOTE: Exception to Appendix. In all U11 Local League play-off games at least one referee must be Registered Level 2 or higher.**
2. No members of immediate families may officiate any game for WOAA play-offs in which a family member is participating as per WOAA Minor Hockey Manual of Operations Section M-2.
3. Play-off rates for Rep and Local League game officials are per the OMHA Manual, Regulation 18.5 and 18.6. These rates must be adhered to or suspensions will result.

## Round Robin Standings Tiebreakers

### Two Way Tie

1. Round robin record between tied teams.
2. If still tied - Goals for / (Goals for + Goals against) in games between tied teams only.
3. If still tied - Most wins in all round robin games.
4. If still tied - Goals for / (Goals for + Goals against) in all round robin games.
5. If still tied - One game playoff if one team is advancing to next round and one team is being eliminated. A coin toss (or other method) will determine home site for that game.

### Three or More teams tied

1. Use in order, 1-5 from above. If one method places one or more teams in higher positioning then that positioning stands and the remaining tied teams will revert to the next tiebreaker method. Always work from the top position(s) down to get final order of standing.