



Playoff Format

2025-26 Season

Revision 1

1.0 Round Robin Format

1.1 Divisions with 3 teams

- 1.1.1 For the round robin, teams are seeded 1-3 following Part 2 of the Regular Season.
- 1.1.2 Teams play home-away-home against the other two (2) teams in the Division.
- 1.1.3 Top two (2) teams advance to a best-of-three final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.1.4 Winner of the best-of-three final advances as the league entry to OMHA Championships in that tier.

1.2 Divisions with 4 teams

- 1.2.1 For the round robin, teams are seeded 1-4 following Part 2 of the Regular Season.
- 1.2.2 Teams play home-away against the other three (3) teams in the Division.
- 1.2.3 1 v 4 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.2.4 2 v 3 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.2.5 Winners of the semi-finals play a best-of-three final. Higher seed has home ice advantage.
- 1.2.6 Winner of the best-of-three final advances as the league entry to OMHA Championships.
- 1.2.7 In the event that the Tier has two (2) entries to OMHA Championships, the final series will be a single game.

1.3 Divisions with 5 teams

- 1.3.1 For the round robin, teams are seeded 1-5 following Part 2 of the Regular Season.
- 1.3.2 Teams play a single game against the other four (4) teams in the Division. The fifth place team is eliminated after the round robin.
- 1.3.3 1 v 4 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.3.4 2 v 3 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.3.5 Winners of the semi-finals play a best-of-three final. Higher seed has home ice advantage.
- 1.3.6 Winner of the best-of-three final advances as the league entry to OMHA Championships.

- 1.3.7 In the event that the Tier has two (2) entries to OMHA Championships, the Final series will be a single game.

1.4 Divisions with 6 teams

- 1.4.1 For the round robin, teams are seeded 1-6 following Part 2 of the Regular Season.
- 1.4.2 Teams play a single game against the other five (5) teams in the Division. The fifth and sixth place team are eliminated after the round robin.
- 1.4.3 1 v 4 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.4.4 2 v 3 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.4.5 Winners of the semi-finals play a best-of-three final. Higher seed has home ice advantage.
- 1.4.6 Winner of the best-of-three final advances as the league entry to OMHA Championships.
- 1.4.7 In the event that the Tier has two (2) entries to OMHA Championships, the Final series will be a single game.

1.5 Divisions with 7 teams

- 1.5.1 For the round robin, teams are seeded 1-7 following Part 2 of the Regular Season.
- 1.5.2 Teams play a single game against the other six (6) teams in the Division. The fifth, sixth, and seventh place team are eliminated after the round robin.
- 1.5.3 1 v 4 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.5.4 2 v 3 play a best-of-three semi-final. Higher seed (based on playoff round robin) has home ice advantage.
- 1.5.5 Winners of the semi-finals play a best-of-three final. Higher seed has home ice advantage.
- 1.5.6 Winner of the best-of-three final advances as the league entry to OMHA Championships.
- 1.5.7 In the event that the Tier has two (2) entries to OMHA Championships, the Final series will be a single game.

1.6 Divisions with 8 teams

- 1.6.1 For the round robin, teams are seeded 1-8 following Part 2 of the Regular Season.
- 1.6.2 Teams are split into two (2) pools; Pool A consists of teams seeded 1, 4, 5, 8. Pool B consists of teams seeded 2, 3, 6, 7.
- 1.6.3 Teams play a home & away game against the other three (3) teams in their pool.
- 1.6.4 Top two (2) teams in each pool advance to the semi finals.
- 1.6.5 1st place (Pool A) v 2nd place (Pool B) in a best-of-three semi final. 1st place (Pool A) has home ice advantage.
- 1.6.6 1st place (Pool B) v 2nd place (Pool A) in a best-of-three semi final. 1st place (Pool B) has home ice advantage.
- 1.6.7 Winners of the semi-finals play a best-of-three final. Higher seed (based on Part 2 of the regular season) has home ice advantage.

- 1.6.8 Winner of the best-of-three final advances as the league entry to OMHA Championships.
- 1.6.9 In the event that the Tier has two (2) entries to OMHA Championships, the Final series will be a single game.

1.7 Divisions with 9 teams

- 1.7.1 For the round robin, teams are seeded 1-9 following Part 2 of the Regular Season.
- 1.7.2 Teams are split into three (3) pools; Pool A consists of teams seeded 1, 4, 7. Pool B consists of teams seeded 2, 5, 8. Pool C consists of teams seeded 3, 6, 9.
- 1.7.3 Teams play a home or away game against the other six (6) teams not in their pool.
- 1.7.4 The top team in each pool advance to the semi finals. A fourth place team, as determined by points percentage, will also advance to the semi-finals.
- 1.7.5 **For U16:** 3 v 4 in a best-of-three series; winner advances to OMHA Championships. 1 v 2 in a best-of-three series; winner is league champion, both teams advance to OMHA Championships.
- 1.7.6 1 v 4 in a best-of-three semi final; 2 v 3 in a best-of-three semi final.
- 1.7.7 Winners of the semi-finals play a best-of-three final. Higher seed has home ice advantage.
- 1.7.8 Winner of the best-of-three final advances as the league entry to OMHA Championships.
- 1.7.9 In the event that the Tier has two (2) entries to OMHA Championships, the Final series will be a single game.

2.0 PLAYOFF RULES

2.1 Round Robin

The rules for round robin playoff games are as follows:

- 2.1.1 U11, U13, and U16 round robin games are to be completed by March 3, 2026.
- 2.1.2 U15 and U18 round robin games are to be completed by March 1, 2026.
- 2.1.3 Game length shall be 10-15-15 for U11 and U13.
- 2.1.4 For U15, U16, and U18, minimum game length shall be 10-15-15. Maximum game length shall be 15-15-15, if there is sufficient time available to complete (1 hour 45 minute game slot is required). Game length to be determined by the home centre.
- 2.1.5 There will be a flood between the 2nd and 3rd period, if one is permitted by the local municipality for the amount of ice booked for the game. If a flood between the 2nd and 3rd period is not typically permitted by the municipality for the amount of ice time booked, then a flood will not be required.
- 2.1.6 No overtime will be played during round robin games.

2.2 Semi-Finals

The rules for semi-final games are as follows:

- 2.2.1 A two (2) hour time slot shall be booked for the semi-final games.
- 2.2.2 Game length shall be 10-15-15 for U11 and U13.
- 2.2.3 Game length shall be 15-15-15 for U15, U16, and U18.
- 2.2.4 There will be a flood between the 2nd and 3rd period, if one is permitted by the local municipality for the amount of ice booked for the game. If a flood between the 2nd and 3rd period is not typically permitted by the municipality for the amount of ice time booked, then a flood will not be required.
- 2.2.5 Should the teams be tied at the end of Regulation time, then a ten (10) minute 3-on-3 sudden victory overtime will be played with a 2-minute break between the 3rd period and overtime. Teams will not change ends for this overtime period.
- 2.2.6 If a game is still tied after overtime, the winner will be determined by a shootout:
 - i. 3 vs 3 shooters. The home team will elect to shoot first or second.
 - ii. If still tied after all 3 shooters, a 1 shooter vs 1 shooter sudden victory will take place.
 - iii. No player can shoot twice until all team members have taken a shot.
 - iv. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout.
 - v. Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.
- 2.2.7 Curfews should be avoided in the semi-final games. In the event that a curfew cannot be avoided, then the length of the game shall not be adjusted. Instead, the 3-on-3 overtime period will be reduced to five (5) minutes, followed by shootout, per Section 5.2.6. If necessary, the flood between the 2nd and 3rd period may be omitted in order to ensure at least a five (5) minute overtime can be played.
- 2.2.8 One thirty (30) second timeout per team, per game.

- 2.2.9 For U15, U16, and U18, a three-person referee system shall be used. A four-person referee system may be used if desired, but is not required.
- 2.2.10 In the event that a penalty is called during the 3-on-3 overtime period, the non-offending team will add one player to the ice (making it a 4-on-3). In the event of another penalty to the same team, the non-offending team will add another player (making it a 5-on-3).
- 2.2.11 During the overtime period, if one team is serving a penalty (i.e. the play is 4-on-3), and the other team receives a penalty, then play will revert back to 3-on-3. At the expiration of their penalties, each penalized player will join the play, eventually leading to 4-on-4 play. After the penalties have expired and there is a stoppage of play, the play will resume as 3-on-3.

2.3 League Finals

The rules for this final series is as follows:

- 2.3.1 A two (2) hour time slot shall be booked for each game in the Final series.
- 2.3.2 Game length shall be 10-15-15 for U11 and U13.
- 2.3.3 Game length shall be 15-15-15 for U15, U16, and U18.
- 2.3.4 There will be a flood between the 2nd and 3rd period, if one is permitted by the local municipality for the amount of ice booked for the game. If a flood between the 2nd and 3rd period is not typically permitted by the municipality for the amount of ice time booked, then a flood will not be required.
- 2.3.5 Should the teams be tied at the end of Regulation time, then a ten (10) minute 3-on-3 sudden victory overtime will be played with a 2-minute break between the 3rd period and overtime. Teams will not change ends for this overtime period.
- 2.3.6 If a game is still tied after overtime, the winner will be determined by a shootout:
 - i. 3 vs 3 shooters. The home team will elect to shoot first or second.
 - ii. If still tied after all 3 shooters, a 1 shooter vs 1 shooter sudden victory will take place.
 - iii. No player can shoot twice until all team members have taken a shot.
 - iv. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout.
 - v. Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.
- 2.3.7 Curfews should be avoided in the Final game(s). In the event that a curfew cannot be avoided, then the length of the game shall not be adjusted. Instead, the 3-on-3 overtime period will be reduced to five (5) minutes, followed by shootout, per Section 5.3.6. If necessary, the flood between the 2nd and 3rd period may be omitted in order to ensure at least a five (5) minute overtime can be played.
- 2.3.8 One thirty (30) second timeout per team, per game.
- 2.3.9 The referees for the Final series will be assigned by the Victoria Durham Referee-in-Chief.
- 2.3.10 For U15, U16, and U18, a three-person referee system shall be used. A four-person referee system may be used if desired, but is not required.
- 2.3.11 In the event that a penalty is called during the 3-on-3 overtime period, the non-offending team will add one player to the ice (making it a 4-on-3). In the event of

another penalty to the same team, the non-offending team will add another player (making it a 5-on-3).

- 2.3.12 During the overtime period, if one team is serving a penalty (i.e. the play is 4-on-3), and the other team receives a penalty, then play will revert back to 3-on-3. At the expiration of their penalties, each penalized player will join the play, eventually leading to 4-on-4 play. After the penalties have expired and there is a stoppage of play, the play will resume as 3-on-3.

3.0 TIEBREAKER PROCEDURES

3.1 Playoff Seeding

In the event that two teams are tied at the end of Part 2 of the Regular Season, for any position (1st, 2nd, etc.), the following procedure will be used to break the tie and seed the teams at the beginning of the playoff round robin:

TWO TEAMS TIED

- 3.1.1 Head to head winner - The team that wins the majority of the games between the two tied teams (including both Part 1 and Part 2 of the regular season) will gain the higher seeding position.
- 3.1.2 The team with the most combined wins (including both Part 1 and Part 2 of the Regular Season) gains the higher position.
- 3.1.3 If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:
- Goal Average = Total number of goals for, divided by the total number of goals for and against.
Example: 10 GOALS FOR, 4 GOALS AGAINST
Goal Average Calculation: $10/10+4 = .714$
NOTE: The higher percentage gains the higher position. Both Part 1 and Part 2 of the Regular Season shall be considered.
- 3.1.4 If the two teams are still tied after the first, second and third options, the team with the least number of penalty minutes throughout all games in Part 1 and Part 2 of the Regular Season, gains the higher position.
- 3.1.5 If the two teams are still tied after the first, second, third, fourth and fifth options, a single coin toss will determine which team gains the higher position.

THREE OR MORE TEAMS TIED

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

- 3.1.6 If three teams or more are tied, the point record established in the games among the tied teams only (including both Part 1 and Part 2 of the Regular Season) will be used as the first tie breaking formula in deciding which team(s) shall advance.
- 3.1.7 The team with the most wins (among tied teams, including both Part 1 and Part 2 of the Regular Season) would gain the highest position.

- 3.1.8 If teams are still tied after the first and second options then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. Both Part 1 and Part 2 of the Regular Season shall be considered.

The above exercise of 5.1.8 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

SCENARIO 1:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = 3 seed – Does Not Advance

Team 3 - .650 = 2 seed – Advances **

SCENARIO 2:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = Still tied with team 3 – go to the next scenario

Team 3- .500 = Still tied with team 2 – go to next scenario

SCENARIO 3:

Team A – .650 = Still tied with team B – go to the next scenario.

Team B - .650 = Still tied with team A – go to the next scenario.

Team C - .500 = Does not advance

- 3.1.9 If teams are still tied after the first, second and third options, the team with the most goals for (including both Part 1 and Part 2 of the Regular Season) will gain the highest position.
- 3.1.10 If teams are still tied after the first, second, third and fourth options, the team to qualify would be the team that received the least number of penalty minutes throughout Part 1 and Part 2 of the Regular Season.
- 3.1.11 If teams are still tied after the first, second, third, fourth and fifth options, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position. (Three coins are tossed.)

3.2 Following Playoff Round Robin

In the event that two teams are tied at the end of the playoff round robin (based on points percentage), for any position (1st, 2nd, etc.), the following procedure will be used to break the tie for the purposes of determining which team will advance to the semi-final.

TWO TEAMS TIED

- 3.2.1 Head-head record in the playoff round robin.
- 3.2.2 Team with the most wins in the playoff round robin.

- 3.2.3 If the two teams are still tied after the first two options are considered, then the team with the best goal average against common opponents in the playoff round robin gains the higher position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against (against common opponents)

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position.

- 3.2.4 If the two teams are still tied after the first, second and third options, the team with the better head-head record in the regular season will advance.
- 3.2.5 If the two teams are still tied after the first, second, third, and fourth options, the team with the least number of penalty minutes in all round robin playoff games, gains the higher position.
- 3.2.6 If the two teams are still tied after the first, second, third, fourth, and fifth options, a single coin toss will determine which team gains the higher position.

THREE OR MORE TEAMS TIED

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

- 3.2.7 If three teams or more are tied, the point record established in the games among the tied teams only in the playoff round robin will be used as the first tie breaking formula in deciding which team(s) shall advance.
- 3.2.8 The team with the most wins (among tied teams in the playoff robin robin) would gain the highest position.
- 3.2.9 If teams are still tied after the first and second options then the team with the best goal average against common opponents in the playoff round robin gains the highest position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. Both Part 1 and Part 2 of the Regular Season shall be considered.

The above exercise of 5.1.8 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

SCENARIO 1:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = 3 seed – Does Not Advance

Team 3 - .650 = 2 seed – Advances **

SCENARIO 2:

Team 1 - .714 = 1 seed – Advances **

Team 2 - .500 = Still tied with team 3 – go to the next scenario

Team 3- .500 = Still tied with team 2 – go to next scenario

SCENARIO 3:

Team A -. 650 = Still tied with team B – go to the next scenario.

Team B - .650 = Still tied with team A – go to the next scenario.

Team C - .500 = Does not advance

- 3.2.10 If the two teams are still tied after the first, second and third options, the team with the better head-head record in the regular season will advance.
- 3.2.11 If teams are still tied after the first, second, third and fourth options, the team to qualify would be the team that received the least number of penalty minutes throughout the playoff round robin
- 3.2.12 If teams are still tied after the first, second, third, fourth and fifth options, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position. (Three coins are tossed.)



Stephen Phillips
Victoria Durham Minor Hockey League