

MMHL Playoff Games – All games must have a winner

Game format: 3 x 10 minute periods (3 x 15 minute periods for U23) stop time
No rink clocks are to be enforced, all games are played to completion

The following tie breaking format will apply to teams tied after three periods of play in both the Semifinals and the Championship games

- 5-minute, stop time, sudden death, overtime period – 3 on 3 player
- Shootout - 3 shooters per team. Home team shoots first. Most goals win.
- If teams are still tied, there will be a sudden death shootout (one shot each) until the winner is decided

Note: In both shootouts, every player (except the goalie) must have taken a turn before a player can take a second turn.

There are no "TIMEOUTS" in the MMHL Championship Weekend games.

CMHL Playoff Games – All games must have a winner

Game format - All divisions will be standard game length

- U11 AA/A/B, U13 AA/A/B, U15 A/B – 3 x 10-minute stop time periods
- U13 AAA, U15 AA, U18 AA/A – 3 x 15-minute stop time periods

No rink clocks are to be enforced, all games are played to completion

If a game is tied at the end of three (3) periods overtime will be played as per the following:

- at the end of the three (3) periods the teams shall have a one (1) minute rest without leaving the ice.
- the overtime period will involve five (5) players (one (1) goaltender and four (4) skaters)
- the teams will not change ends, i.e. the teams will remain in the same end as for period three (3) of the game.
- the overtime period shall be five (5) minutes stop-clock, sudden victory.

Should no goal be scored by the end of the overtime period a shootout will take place.

Games other than the Championship Games - SUDDEN DEATH SHOOTOUT

Each team will have one opportunity with one shooter. Should no winner be declared, i.e. neither team scores or both teams score, a second opportunity, and if necessary further opportunities will be provided until a winner is declared. No skater may take a second opportunity until all skaters have had a first opportunity. Players in the penalty box at the end of the over-time period are not eligible to participate in the shootout.

Championship Game

Each team will have three opportunities, unless mathematically eliminated. Should no winner be declared, i.e. neither team scores or both teams score the same number of goals, a fourth opportunity will then be provided. Should no winner be declared, i.e. neither team scores or both teams score, a fifth opportunity, and if necessary further opportunities will be provided until a winner is declared. No skater may take a second

opportunity until all skaters have had a first opportunity. Players in the penalty box at the end of the over-time period are not eligible to participate in the shootout.