



## CHL – PLAYOFFS REMINDERS – 2023-2024 SEASON

### 1. GAME CHANGES

**NO GAME CHANGES ARE PERMITTED DURING THE FIRST 10 DAYS OF THE PLAYOFFS of the division, WITH THE EXCEPTION OF CONFLICTS WITH THE REGIONALS.**

AFTER the first 10 days of the playoffs of the division, the ONLY possible changes that will be considered shall be when a team can provide written justification that they have requested a schedule change with the tournament which was denied by the tournament.

### 2. GAME DURATION

ALL 3 periods will be played stopped time, three (3) ten (10) minute periods. Each team is allowed a 30 second timeout in all playoff games.

### 3. WARM-UP

THE REFEREE will indicate the start of the mandatory 3-minute warm-up once the ice and nets are ready for the teams to get on to begin the warm-up. Teams are not to take to the ice until directed by the referee.

### 4. MERCY RULE (Playoffs only and All Rounds)

IF AT ANY time after two periods have been completed there exists a goal spread of seven (7) or more, the game will end immediately.

**Note** - During the Playoffs, the application of the mercy rule shall not impact the total number of minutes which should have been played in order to calculate the penalty codes of the last 5 minutes.

### 5. HOME & VISITOR SCORESHEETS IN PLAYOFFS

THE **HOME** team will always be the team that finished higher in the consolidated league standings regardless of the arena in which the game is being played. The HOME team is responsible for providing and preparing the scoresheet.

## 6. GAME SCORE ENTRY

**Entry of scores** – Teams are not responsible for game score entry during playoffs.

**Scoresheets** – Game entry will be done using [scoresheets.ca](http://scoresheets.ca) (following season procedures). Any location not supporting live score/game entry must ensure game scores are entered by the scorekeeper or the host association by 11:59 pm the day of the scheduled game. Any delays in entering scores will result in fines to the host association.

## 7. OVERTIME

AT THE END of regulation time, if the score is tied, there will be a sudden death overtime period(s) to determine the winner in the following manner:

FRANC JEU IS TO BE APPLIED AT THE END OF REGULATION PLAY

**Preliminary Rounds** - 5-minute stop-time sudden Death Overtime Followed by a shoot-out if no goal is scored. If a team loses their franc jeu point during the preliminary rounds of the playoffs, they do not have to put a player in the penalty box to serve the 5-minute penalty during the 5 minute overtime period.

**Semi-final and Final Rounds** - 10-minute stop time sudden death Overtime period followed by a shoot-out if no goal is scored. If a team loses their franc jeu point in the semifinals or finals of the playoffs, they MUST put a player in the box to serve the 5-minute penalty during the 10-minute overtime period.

**Skaters in Overtime Play** - 4 skaters vs. 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of “Franc Jeu” regulations.

The first (1st) goal legally scored ends the game. If the tie persists after this overtime period, the “shoot-out” procedure shall apply as described in Article HQ 9.7.2.

**Minimum Number of Players in Overtime** - In accordance with hockey playing rules, there can never be less than three (3) skaters and one goaltender on the ice for each team. Any team having incurred a penalty in regulation time and the duration of the penalty has not expired at the end of regulation time will adjust its number of skaters accordingly to start the overtime.

## 8. SHOOT OUTS (Hockey Québec rules)

- A. For each game if the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shoot-out. Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shoot-out. All players other than goalkeepers must take part in the shoot-out before a player is permitted to return a second time.
- B. A player serving a penalty at the end of overtime shall be eligible to take part in the shoot-out.
- C. The “shoot-out” will be carried out as follows:

1. The Home Team shall have the choice of shooting first or second.
  2. Once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn.
  3. The choice made by the Coach does not indicate the order in which the players must appear on ice to take their shot.
  4. Playing rules related to penalty shots are in effect.
  5. Shots are taken in turn and no simultaneous shots will be permitted.
  6. The team having scored most goals in the complete 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 well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn 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.

## 9. ROUND ROBIN FORMAT

In some cases, the CHL uses a round robin format for the playoffs for certain divisions. The following is a summary of rules that apply to round robin format games.

- A. Round Robin games can end in a tie. No overtime or shootouts are played for round robin games.
- B. After the round robin games are completed, the top 2 teams, based on points, play in a best-of-3 final series.
- C. In the Best-of-3 series, each game must have a winner, so overtime and shootouts, as described in Article HQ 10.8 and 10.9 apply.