

Rules for C.H.L. playoffs

IN THE EVENT OF ANY DISCREPANCY BETWEEN THE FRENCH AND ENGLISH VERSIONS OF THE REGULATIONS, THE FRENCH VERSION SHALL PREVAIL OVER THE ENGLISH VERSION.

1. SUSPENDED/INELIGIBLE MEMBER

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

2. RESULTS UPDATE

If necessary, in order to facilitate and expedite the submission of score sheets to the regional office, host organizations must send them by email to: info@hockeylsl.ca . If paper score sheets are used, they must be submitted immediately after each game. This directive does not apply when digital score sheets are used.

3. WARM-UP PERIOD

A three (3)-minute warm-up period is allowed for all divisions. The warm-up period begins as soon as the exit doors for the ice resurfacer are closed and when the first player enters the rink.

For all divisions and levels, the off-ice official sounds the buzzer with one (1) minute remaining in the warm-up.

At the end of the warm-up, the off-ice official will sound the buzzer. Both teams must be ready to shake hands and be at center ice (i.e., have collected the pucks and performed their team cheer).

If a team is not ready, the referee MUST call a minor penalty for delaying the game (A92) on the offending team. If both teams are not ready, both teams will receive a minor penalty for delaying the game (A92).

4. HANDSHAKE

M11 to M18: At the start of the game, after receiving the signal from the official, both (2) teams must shake hands.

5. GAME DURATION

Games must be completed, even if the game exceeds the scheduled end time.

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

1st period of ten (10) timed minutes.

Second period of ten (10) timed minutes.

Third period of ten (10) timed minutes.

6. TIME OUTS

One thirty (30) second timeout per team per game will be allowed.

7. SEVEN (7) GOAL DIFFERENCE

After two (2) periods of play, as soon as there is a seven (7) goal difference, the referee will end the game.

8. ICE RESURFACING

The ice surface will be resurfaced after each game. Teams must be ready as soon as the previous game has ended.

9. GAME CHANGE

No game changes will be accepted during the CHL league playoffs. In the event of a winter storm and/or force majeure, only the league president may issue a directive.

10. HOME AND AWAY TEAMS

The home team must wear dark jerseys and use the home team bench and the locker room designated by the organizing committee. In the event of a disagreement, the final decision will be made by the host organization's organizing committee.

Preliminary round: You must refer to the schedule published online. Positions are determined by the regular season standings. (Each team will have one (1) home game and one (1) away game).

Elimination round (Quarterfinals *if applicable in the table): The position of the teams is based on the ranking of the teams according to the results of the preliminary round.

Semifinals: The position of the teams is based on the ranking of the teams following the results of the preliminary round.

Final: In the presence of a representative from both (2) teams concerned, a representative from the host organization's organizing committee will conduct a coin toss sixty (60) minutes before the start of the match. The winner of the coin toss will have the choice of being the home or away team.

11. AFFILIATION

No affiliated player may take part in a game if the team fields all the players appearing on the team registration, except for a team with only nine (9) players plus one (1) or two (2) goaltenders on its registration form.

12. OVERTIME

Preliminary round: If the score is tied after three (3) periods of regulation play, the official will end the game; no overtime or shootout will be granted.

Elimination round: In the event of a tie after three (3) periods of regulation play, there will be overtime as follows: A single overtime period of five (5) minutes of stop-clock time, with three (3) players per team plus one goalkeeper, except for penalized players who must serve their penalties and the application of the Fair Play rules. The first goal scored ends the game.

After this five (5) minute overtime period, if the tie persists, there will be a shootout as stipulated in Article 9.6.2.

Semifinals and Finals: in the event of a tie after three (3) regulation periods of play, there will be overtime as follows: A single 10-minute overtime period with a lineup of three (3) players per team plus a goalkeeper, with the exception of penalized players who must serve their penalties and the application of the Fair Play rules. The first goal scored ends the game.

After this 10-minute overtime period, if the tie persists, there will be a shootout, as stipulated in Article 9.6.2.

13. PLAYER OR BENCH OFFICIAL ARRIVING AFTER THE START OF THE GAME

A player or team official may join the game before the end of the second period as long as the team in question notifies the referee at the start of the game and the member's name is not crossed off the score sheet.

Note - Any player or team official who arrives after the second period is not allowed to participate in the game, including overtime and shootouts if necessary.

14. DELAYS OR LATE ARRIVALS TO A GAME WITHOUT FORCE MAJEURE

A team that is not present at the scheduled start time of the game or does not have the minimum number of players to start the game, without force majeure, will be granted a 15-minute delay, including the warm-up period, to present the minimum number of players on the ice to start the game. In addition, a two (2) minute penalty will be imposed for delaying the game. After this period, the team loses by forfeit (0-1) and loses its Fair Play point.

Minimum number of players (Reference Hockey Quebec 7.2.1)

A. In single letter games for the season, playoffs, tournaments, and regional championships, a team must show up at the start of the game with a minimum of six (6) players plus one (1) goalkeeper.

15. PROTEST

No protest concerning the judgment of an official (referee, linesman, etc.) shall be considered. The official's decision on this matter is final.

Any protest against an official's decision regarding the application or non-application of a rule of the game must be made by a member in good standing.

The protest is only admissible if it complies with the following steps:

→ First (1st) step to follow:

Notice of protest must be given to the official at the time of the infraction or at the next stoppage of play. The official must record it on the game sheet, specifying the time it was notified. If this step is not completed, the protest is inadmissible.

→ Second (2nd) step to follow:

In tournaments, playoffs, regional, interregional, or provincial championships: The team concerned must follow up its protest in writing no later than one (1) hour after the end of the game concerned to the registrar or official of the event where the game was played, accompanied by a deposit in cash or by bank transfer in the amount of \$200.

The money will only be returned if the applicant who lodged the protest obtains a decision in their favor.

In tournaments and championships, the decision of the Disciplinary Committee to which the protest is referred is final and cannot be appealed.

(Reference Hockey Québec 7.2.7)

Appendix 1 - Fair Play

REFERENCES TO HOCKEY QUÉBEC ADMINISTRATIVE REGULATIONS

Article 7.7.6 Fair Play Application in Overtime

A. Overtime period application – five (5) minutes

If overtime is required due to the application of this rule, the offending team shall start the overtime period with three (3) players against four (4) players for a period of **two (2) minutes. The coach of the offending team, through the captain on the ice, will designate a player to serve this two (2) minute minor penalty. The coach may designate a player who was not on the ice (see end of period).**

B. Overtime period – ten (10) minutes (Semifinals and Finals)

If overtime is played as a result of this rule, the offending team shall start overtime with three (3) players against four (4) players for a period of **two (2) minutes.**

The coach of the offending team, through the captain on the ice, will designate a player to serve this two (2) minute minor penalty.

The coach may designate a player who was not on the ice at the time of the infraction (i.e., at the end of the period). If neither team has retained its Fair Play point, the teams will play three (3) against three (3) plus one goalkeeper per team.

Note: Fair Play does not apply in overtime.

Appendix 2 - Overtime

Reference to Hockey Québec's administrative regulations.

Article 9.6 Overtime Regulations

9.6.1 Overtime periods

A. For all games in tournaments sanctioned by Hockey Québec, after applying the Fair Play rules when games are to be finished, in the event of a tie after three (3) regulation periods, there will be overtime periods as follows:

B. A single five (5)-minute overtime period with stopped clock, with **three (3)** players per team plus a goalkeeper, except for penalized players who must serve their penalties and the application of the Fair Play rules. The first goal scored ends the game.

In the event of a penalty or loss of the Fair Play point, add one (1) player.

C. After this five (5) minute overtime period, if the tie persists, there will be a shootout as stipulated in Article 9.6.2.

D. In the semi-finals and finals of each tournament sanctioned by Hockey Quebec, after applying the Fair Play rules, if the score is tied after three (3) periods of regulation play, there will be overtime as follows:

- i) A single 10-minute overtime period with a lineup of three (3) players per team plus a goalie, with the exception of penalized players who must serve their penalties and the application of the Fair Play rules. The first goal scored ends the game.
- ii) After this 10-minute overtime period, if the tie persists, there will be a shootout, as stipulated in Article 9.6.2.

Appendix 3 - Shootout

REFERENCE TO HOCKEY QUÉBEC'S ADMINISTRATIVE REGULATIONS

9.6.2 Shootout

A. After each tournament game, if there is a tie between the two (2) teams, the coach will send one player to attempt to beat the opposing goalie. The coach does not have to inform the officials of the order of his three (3) players.

If the score is still tied after this first (1st) round, the coach will designate the players who will participate in the shootout one at a time.

All players, except the goalkeeper, must participate in the shootout before any player returns for a second time.

B. A player who was in the penalty box at the end of overtime is eligible to participate in the shootout.

C. The shootout will proceed as follows:

i) The home team has the option of determining whether or not it will start the shootout.

ii) After the choice is made, the designated team sends its first player to attempt to beat the opposing goalkeeper.

Then the first player from the other team does the same, and so on until all three (3) players from each team have completed a full round.

iii) The coach's choice does not determine the order in which players must present themselves at the center of the ice to take their shot.

iv) The rules of penalty shots apply.

v) Shots are taken in turn and no simultaneous shots on both (2) goalies are allowed.

vi) The team that scores the most goals in this complete round is declared the winner.

C. When a second (^{2nd}) or third (^{3rd}) round is necessary to break the tie, the order in which players take their shots is left to the discretion of the coach and may not follow the order of the first round. Thus, in each round, all players who finish the game must participate in the shootout before any player can take another shot. The game ends when the tie is broken, after one player from each team has taken a shot on goal.

Appendix 4 – Tiebreaker

REFERENCE TO HOCKEY QUÉBEC ADMINISTRATIVE REGULATIONS

9.7 Tiebreaker

It is important to note that for each tiebreaker round, the objective is to identify the best team(s). Each criterion is designed to eliminate one or more teams until the objective of identifying the best team(s) is achieved.

When there is a tie in the standings between two (2) or more teams, all of these teams are subject to the following points:

For each criterion, only the teams with a tie are retained until a criterion finally determines the ^{1st}team.

When the ^{first}team has been identified or eliminated, a second tiebreaker round must be restarted with the teams tied on the ^{first}criterion to determine the ^{second}team, if necessary, and so on.

- A. The highest number of points.
- B. The highest number of wins.
- C. Fewest goals against.
- D. Most goals scored.
- E. The team that scored the fastest goal in all games played.

NOTE 1: In the event that a team does not show up for a game, all games played against it by other teams shall not be considered.

- F. The team that has accumulated the most Fair Play points.
- G. By drawing lots.