

Juvenile Interlock Playoff Format and Rules 2009 – 2010

1. Check your own Centres for “Call Up” procedures. All call ups must be shown on game sheet.
2. All 3 periods are 10 minute stop time.
- 3. There shall be no time-outs during any of the playoff games.**
4. The 9 teams will be divided into two Playoff Pods based on the season final standings.
5. Pod “A” will include teams seeded 1st, 3rd, 5th, 7th and 9th.
6. Pod “B” will include teams seeded 2nd, 4th, 6th and 8th.
7. Each team will play only 3 games in the round robin*. No overtime.
8. 2 points for a win, 1 point for a tie.
9. The top two teams in each pod will play in a 1 game semi-final.
10. Tie Breakers During Playoffs :
 - 1- most points
 - 2- most wins
 - 3- head to head record
 - 4- playoff goal differential
 - 5- regular season goal differential
 - 6- flip a coin
11. The winners of each pod will play in a 1 game final.
- 12. Overtime will be played only in the semi and final games, if required.**
13. In the event that there is a tie, there will be a 5 minute over time period.

The first 4 minutes will be run-time and the final 1 minute will be stop-time.
14. Play in overtime will be 4 on 4, unless a team is serving a penalty.
15. There will be no line changes allowed during whistles at anytime during overtime.

Players will be allowed to change only on- the- fly during play.
16. If still tied after overtime, there will be a 3 player shoot out. A player of each team will shoot simultaneously on the opponents goalie. Most goals scored during the shoot out wins the game.
17. If still tied after the shoot out, there will be a 1 player sudden death shoot out until we have a winner.
- 18. A player can only shoot once during the shoot out.**
19. During the playoffs the Commissioner, along with the four other Conveners, may be required to make a ruling regarding any aspect of the game(s). Our collective ruling will be deemed to be democratically final.

*In Pod “A”, the team seeded No. 1 will play a fourth game. This allows all teams in Pod “A” to play three games.

A complete round robin in Pod “A” is not possible due to ice restraints.

A three game round robin works perfectly in Pod “B”.