

# 2025 PLAYOFF STRUCTURE U11 thru U18

# 2025 OMHA PLAYDOWNS SOUTHERN COUNTIES TEAMS ADVANCING TO TOURNAMENT

AGE	TIER	# OF TEAMS	DATE	PLACE	DECLARATION
GROUP		IN TOURNEY			DATE
U11	1	8	Apr 4 - 6	Halton Hills	Mar 28
	2	12	Mar 28 - 30	Halton Hills	Mar 21
U13	2	12	Mar 28-30	Halton Hills	Mar 21
	3	8	Apr 4 - 6	Kingston	Mar 28
U15	2	8	Mar 28 - 30	Halton Hills	Mar 21
	3	8	Apr 4 - 6	Kingston	Mar 28
U18	2	8	Mar 28 - 30	Halton Hills	Mar 21
	3	8	Apr 4 - 6	Kingston	Mar 28

SUMMARY: Tier 1 – April 4 to 6 in Halton Hills

Tier 2 – March 28 to 30 in Halton Hills

Tier 3 – April 4 to 6 in Kingston

#### NOTES:

1. Information from January 23, 2025 OMHA Centre Mailing.

# **SOUTHERN COUNTIES ROUND-ROBIN PLAY**

AGE GROUP	TIER	TEAMS	FORMAT	# OF GAMES
U11 1		Top 3 Home & Home		4
	2	Bottom 9	Home & Home	4
		3 Groups		
		Group 1 - 1, 6, 8		
		Group 2 - 2, 4, 9		
		Group 3 - 3, 5,7		
U13	2	Top 5	Home or Away	4
	3	Bottom 4	Home & Home	6
U15	2	Top 5	Home or Away	4
	3	Bottom 5	Home or Away	4
U18	2	Top 4	Home & Home	6
	3	Bottom 4	Home & Home	6

#### NOTES:

- 1. Seeding based on regular season standings.
- 2. Southern Counties Scheduler will schedule games.
- 3. No overtime or shootout in round-robin games. Games tied at the end of regulation time will be recorded as a tie.
- 4. All games must be completed by midnight March 2, 2025
- 5. Standings tie-breaker determined by Southern Counties tie-breaker rules. (Refer to Southern Counties Regulation 7 Standings.)

# **SEMI-FINALS & FINALS**

AGE	TIER	SEMI-FINALS		FINALS	
GROUP		MATCH-UPS	COMPLETION	MATCH-UPS	COMPLETION
U11	1	2 & 3, 1 gets bye	Mar 21	Winner of 2 & 3 vs 1	Mar 27
	2	Winner of Group	Mar 15	Winner of Semis	Mar 21
		1 and Wildcard <sup>4</sup> ,			
		2 vs 3			
U13	2	1 vs 4, 2 vs 3	Mar 15	Winner of Semis	Mar 21
	3	1 vs 4, 2 vs 3	Mar 21	Winner of Semis	Mar 27
U15	2	1 vs 4, 2 vs 3	Mar 15	Winner of Semis	Mar 21
	3	1 vs 4, 2 vs 3	Mar 21	Winner of Semis	Mar 27
U18	2	1 vs 4, 2 vs 3	Mar 15	Winner of Semis	Mar 21
	3	1 vs 4, 2 vs 3	Mar 21	Winner of Semis	Mar 27

#### NOTES:

- 1. Semi-finals and Finals are best 2 out of 3 series first team to 4 points.
- 2. Seeding based on standings from round-robin play.
- 3. Team finishing highest in round-robin play gets the additional home game for semi-finals. Additional home game for finals determined by flip of a coin or other similar agreed upon method (e.g. Whether winning number of a publicly published lottery is odd or even).
- 4. For the U11 Tier 2 Winner of Group 1 vs Wildcard series, Winner of Group 1 gets extra home game.
- 5. Wildcard is highest placing team in regular season play that is not winner of Group 1, Group 2 or Group 3.
- 6. Local schedulers to schedule games.
- 7. Period Lengths (Regulation Time):
  - a. U11: 10-10-15 (No Flood)
  - b. U13: 10-15-15 (No Flood)
  - c. U15: 10-15-15 (No Flood)
  - d. U18: 15-15-15 (Flood between 2<sup>nd</sup> and 3<sup>rd</sup> period)
- 8. Ice Times are to be provided as per OMHA Reg 8.2.b as a minimum.
- 9. A 3-minute warm-up will be in effect for all games at all levels.
- 10. No curfews as per OMHA Reg 8.3.
- 11. Each team is provided one 30-second time out which can be used during regulation or any overtime period.

#### 12. Referees:

- a. U11 to U13: Two-person system is required as a minimum.
- b. U15: Three-person system is to be used.
- c. U18: Three-person system is to be used. (Four-man system recommended).
- d. Referees to be scheduled by the referee assignor for the home team.
- e. Given the aggressive nature of the schedule and shortage of qualified referees, there shall be no protest if the above-described referee systems are not provided due to enough qualified referees being available.
- 13. All games to have an agreement (formerly OMHA contract) completed by the ice schedulers for the centres of the participating teams. Southern Counties will provide a template for this agreement.
- 14. Winner of Finals is Southern Counties League Champion and Southern Counties entry into the OMHA Playdown Tournament.
- 15. Games 1 and 2 with a tie score at the end of regulation time will play one 10-minute sudden victory overtime period 5 skaters and 1 goaltender. Player may be substituted for goaltender at anytime according to Hockey Canada Rules.
- 16. If the series is tied at the end of regulation time of Game 3 there shall be up to 3 sudden victory overtime periods 5 skaters and 1 goaltender. Player may be substituted for goaltender at anytime according to Hockey Canada Rules.
- 17. If series is still tied at the end of 3 overtime periods in Game 3, there shall be a shootout. Shootout rules described below.

# POSSIBLE SCENARIOS FOR GAME THREE

# **EXAMPLE 1**:

- Team A wins Game 1 at the end regulation and/or one overtime they would receive 2 points.
- Team A & Team B tie Game 2 at the end regulation and/or following one overtime each team would receive 1 point.
- At the start of Game 3, Team A has 3 points and Team B has 1 point.

# Possible Scenarios for Example 1:

- a) If Team A wins in regulation or at the end of 1 overtime Team A wins the series with 5 points (Team A 5 points- Team B 1 Point).
- b) If Team A and Team B are tied at the end of regulation and the 1 overtime period Team A wins the series with 4 points (Team A 4 Points-Team B 2 Points)
- c) If Team B wins in regulations or in the 1<sup>st</sup> overtime period -then the series would be considered tied at 3 points each. This would then require up to Two Additional Sudden Victory Overtime Periods and potential Shootout to determine a winner of the series. If either team scores in either of the Two Additional Sudden Victory Overtime Periods, the game is over and the team that scored is the winner of the series. If neither team scores in the Two Additional Sudden Victory Overtime Periods, then the shootout would be completed to determine the Series Winner.

# **EXAMPLE 2**:

• Team A and Team B tie Game 1 at the end of regulation and one overtime - each team would receive 1 point.

- Team A and Team B tie Game 2 at the end of regulation and one overtime -each team would receive 1 point.
- At the start of Game 3, Team A has 2 points and Team B has 2 points.
- The same applies if each team won Game 1 or Game 2. At the start of Game 3, Team A has 2 points and Team B has 2 points.

### Possible Scenarios for Example 2:

- a) If Team A or Team B wins in either regulation or at the end of 1 overtime period the winning team would win the series (Winning Team has 4 points Losing Team has 2 points.)
- b) If Team A and Team B are tied at the end regulation and 1 overtime period- the series would still be considered tied at 3 points each. This would then require up to Two Additional Sudden Victory Overtime Periods and a possible Shootout to determine a winner of the series. If either team scores in either of the Two Additional Sudden Victory Overtime Periods, the game is over and the team that scored is the winner of the series. If neither team scores in the Two Additional Overtime Periods, then the shootout would be completed to determine the Series Winner.

# **SHOOTOUT RULES**

- 1. Suspended players, ejected players, and players serving unexpired penalties at end of overtime are not eligible to participate in the shootout.
- 2. At end of overtime teams shall designate 3 players to shoot. Team with most goals after 3 shooters shooting is the winner.
- 3. Shooters will alternate with the home team electing to shoot 1st or 2nd.
- 4. Conduct of the shootout will follow the pertinent sections of Hockey Canada Rule 4.11(b). The penalty for distracting or interfering with the goaltender during the shootout shall be a disallowed goal. The penalty for distracting or interfering with the shooter shall be an awarded goal.
- 5. If no winner is declared after 3 players shoot, shall continue with sudden victory shootout.
- 6. After the 3 designated players shoot, a different player must shoot until all players on the team has taken a turn. (Timekeeper's responsibility to record order of shooters.)
- 7. After all players on the team have taken their turn, the players will follow the same order for a second round of shooting until a winner is declared.
- 8. Teams may use either goaltender in the shootout. The goaltenders can be changed at any time. (No warm-ups.)