

Fall & Winter 2024/2025 – Playoff Rules

The CRHL will commence playoffs March 2nd. The playoffs will consist of a weighted round robin based on Conference size, resulting in a Divisional Final. The day preceding the end of the Regular season, playoff schedules will be posted for all teams as soon as possible to facilitate personal schedules.

Once the schedule has been released, games cannot be rescheduled. There is little to no flexibility in ice times near the end of the season.

Eligible players must have played in 8 of 18 Regular Season games.

I. Injured Players

The league will not entertain for any reason a request for injured players after the start of play-offs in each Conference. Authorization must be obtained in writing from the league to use any player below the games threshold. Last minute requests will NOT be entertained.

II. Playoff Format

The playoffs are played using a weighted round robin system. This system is used to give weighting to the higher seeding for teams that finished higher in the Regular season standings. Teams will note in the schedule for the playoffs that higher Regular season seeding results in playing lower placed teams for Divisions with 5 or more teams. The CRHL Playoffs structure will be a four game weighted round robin with elimination games to follow and then a best-of-two game Division Final.

3 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 3 (x2), 1 vs 2 (x2), 2 vs 3 (x2)

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Head-to-head
- 5) Goals For - Goals Against
- 6) Should a tie occur after steps 1, 2, 3, 4 & 5 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 2nd vs 3rd

Division Finals: Winner (1st) vs Winner (2nd vs 3rd)

5 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 2, 1 vs 3, 1 vs 4, 1 vs 5, 2 vs 5, 2 vs 3, 2 vs 4, 3 vs 4, 3 vs 5, 4 vs 5

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Head-to-head
- 5) Goals For - Goals Against
- 6) Should a tie occur after steps 1, 2, 3, 4 & 5 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

6 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 4, 1 vs 6, 1 vs 3, 1 vs 5, 2 vs 5, 2 vs 3, 2 vs 6, 2 vs 4, 3 vs 6, 3 vs 5, 4 vs 5, 4 vs 6,

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Head-to-head
- 5) Goals For - Goals Against
- 6) Should a tie occur after steps 1, 2, 3, 4 & 5 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

7 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 4, 1 vs 7, 1 vs 5, 1 vs 6, 2 vs 6, 2 vs 3, 2 vs 7, 2 vs 5, 3 vs 7, 3 vs 4, 3 vs 6, 4 vs 7, 4 vs 5, 5 vs 6

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Head-to-head
- 5) Goals For - Goals Against
- 6) Should a tie occur after steps 1, 2, 3, 4 & 5 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

8 Team Conference

All teams will play a 4 game weighed round robin against teams in their Conference:

1 vs 5, 1 vs 6, 1 vs 7, 1 vs 8, 2 vs 4, 2 vs 6, 2 vs 7, 2 vs 8, 3 vs 4, 3 vs 5, 3 vs 7, 3 vs 8, 4 vs 6, 4 vs 8, 5 vs 6, 5 vs 7

After the four games, teams will be reseeded according to playoff games played:

- 1) Points
- 2) Wins – in playoff round robin
- 3) Regulation wins in playoffs
- 4) Head-to-head
- 5) Goals For - Goals Against
- 6) Should a tie occur after steps 1, 2, 3, 4 & 5 the advantage will be given to the team with the higher regular season ranking.

Division Semi Finals: 1st vs 4th, 2nd vs 3rd

Division Finals: Winner (1st vs 4th) vs Winner (2nd vs 3rd)

III. Ties after regulation

Round Robin & Semi-Final Games

Shootouts will be conducted in all playoff games with a three-shooter scenario, all shooters must be different. Teams will shoot at the same time.

If tied after three shooters, sudden death shootout is in play and continues until a winner is determined. Even after the first 3 shooters, all shooters must be different. Players who at the end of regulation time had unexpired time penalties of a Misconduct, Game Ejection, Game Misconduct, Gross Misconduct, Major or Match may not participate in the shootout. A player who was assessed a minor which remained unexpired at the conclusion of regulation time may participate in the shootout.

Overtime

If tied in the finals, teams will play a three minute 3-on-3 overtime, to be followed by a shootout in the same format as all other playoff games.

IV. Penalty Minutes – Player Suspensions

All players will have their Regular season PIM reset to 0 minutes. Players amassing 36 penalty minutes in the playoffs will be suspended for the duration of the playoffs.

V. Protests

Protests must be submitted within 24 hours of the incident to the League Convener. The official protest form available in the Forms section of the CRHL website must be used.

All protest issues that involve use of illegal players must be determined at the rink on the night of play and final decisions will rest with the timekeepers for the given evening. If a player is believed to be illegal or playing under a false name – a representative from the protesting team will indicate the issue immediately prior to the end of the first period and it will be confirmed through an identification check (government ID will be used) by the timekeeper. Players unable to produce, who leave the game early and leave the game before showing the ID – or who use the excuse that they are not carrying ID will be presumed as illegal.

VI. Goalie Eligibility

Goaltenders are the only exception to the protest rule but must be approved by the league in writing prior to usage. *All replacement goalies and situations regarding injury player replacement (exceptional circumstances only) must be granted written approval from the main league contact, as noted at the end of this document.*

VII. Contact

Any questions, comments, or concerns can be directed to the CRHL Convenor:

convenor@crhl.com