

## Playoffs – 2007

### Introduction

The NMGHL Rules lay out playoff structures following the completion of the regular season. They were originally conceived for a league that was substantially smaller, but at the November league meeting the Executive proposed a playoff structure built around those rules.

Essentially the rules suggest that in any division with 8 or fewer teams, everyone makes the playoffs. This approach will be followed this year with the Regional divisions completing the first round of playoffs and the second round to get to 4 teams for the final weekend being between the teams. Where we do not have an even number of regions there are exceptions that are discussed later in this document.

With the exception of Atom 1, Bantam 1 and Midget 1, we will be going with 4 teams from each Tier for the final weekend. In Novice 1 there will be 4 A teams and 4 BB/B teams in the final weekend. Atom 1 there will be 4 AA teams and 4 A teams in the final weekend. In Bantam and Midget 1 there will be 8 teams, the four survivors from the regional playoffs.

### Basic Rules

The Constitution and By-laws state:

#### 3.5.1 ELIGIBILITY for CHAMPIONSHIPS

- a) Following the completion of Registration, the Executive will determine the number of teams that will be eligible to play in the final Championships.
- b) Playoffs will be conducted to determine those teams advancing to the Championships.
- c) Season positions that are tied will use the tie breaker rules as follows:
  - i) number of wins
  - ii) record against other tied teams
  - iii) goals scored minus goals against in League season play
  - iv) fewest goals allowed in League season play
  - v) fewest penalty minutes in League season play
  - vi) most goals scored in League season play
  - vii) flip of a coin
- d) Based upon the final season positions, having resolved ties as outline above, teams qualifying for playoffs are as follows:
  - i) Divisions with 4 teams - all teams proceed to the semi-finals.
  - ii) Divisions with 5 teams - positions 1, 2, and 3 proceed to the semi-finals. Teams 4 & 5 shall play off and the winner will proceed to the semi-finals.
  - iii) Divisions with 6 teams - positions 1 and 2 proceed to the semi-finals. Teams 3 & 6 and 4 & 5 shall play off and the winners will proceed to the semi-finals.
  - iv) Divisions with 7 teams - position 1 proceeds to the semi-finals. Teams 2 & 7, 3 & 6 and 4 & 5 shall play off and the winners will proceed to the semi-finals.
  - v) Divisions with 8 or more teams - the top eight teams play off with the winners proceeding to the next round. The playoff pairings shall be as follows: 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5.
- e) In Divisions divided geographically the first round of playoffs will be within the regional division, with subsequent playoffs occurring across regions in a manner prescribed by the Executive.
- f) At the end of each playoff round, the winning teams will be re-arranged according to their season points totals in the league standings. Any ties will be resolved according to 3.6.1.c).

## Application by Division

The following Tiers contain 2 Regional Divisions:

Atom 2 and 3; Pee wee 3 and 4; Bantam 3 and 4; Midget 2 and 4; Intermediate 1.

Rule 3.5.1 d) will be applied to each regional division to identify 4 teams from each region. The 4 teams from each regional division will then cross in the second round to get the Final 4.

The following Tiers contain 4 Regional Divisions and are sending 8 teams to the Finals:

Bantam 1; Midget 1;

In these Tiers, Rule 3.5.1 d) will be applied to each regional division to identify 4 teams from each region. The two closest Regional divisions will then play down to establish the 4 teams representing that area that will proceed to the Final Weekend.

Midget 3 is a Tier where 4 regional divisions were created in an attempt to reduce the average travel for all the teams. Playoffs will recognize the regional nature of this Tier but it is necessary to get to 4 teams for the final weekend so an extra round of playoffs will be required. For Midget 3, Rule 3.5.1 d) will be applied to each region division to 4 teams from each regional division. The two closest Regional divisions will then play down to establish the 4 teams that will compete against the other side to select 4 teams to represent the Tier on the Final Weekend. The local playdowns will start on February 12<sup>th</sup>, and be completed by the 22<sup>nd</sup>. The second round will start on the 25<sup>th</sup> and be completed by March 8<sup>th</sup>. The third round will start on March 10<sup>th</sup> and be completed by March 26<sup>th</sup>.

The following divisions are handled as special cases:

In Atom 1, there are two regional divisions however this Tier is comprised of AA and A teams according to the OWHA categorization. As of January 31<sup>st</sup>, all categorization activities will be complete. Based upon the categories at this time, the Tier will be split, AA and A. Rule 3.5.1 d) will be applied to each category division to identify the 4 teams from each category for the Final Weekend.

Novice 1 While there were 3 regional divisions, these were created to reduce commuting distances. The Tier is a combination of A and BB/B teams. As with Atom 1 the teams will be split along category lines. Playoffs will then follow Rule 3.5.1 d) to identify the 4 teams for the final weekend in each category.

Pee wee 1 This Tier has three regional divisions and a total of 17 teams. The first round of playoff will be between the last two teams to determine who is 16<sup>th</sup> in the Tier. The second round of playoff will involve the 16 teams with the league determining the matchup based upon adjusting opponents close in the standings to limit the travel distances. By this we mean that teams in the middle of standings may be juggled to achieve a reasonable match. ie: if 6 versus 11 results in 2 hour commute but 6 versus 10 would be 30 minutes that shift would be made. There will be a 3<sup>rd</sup> round of playoffs between the last 8 teams to select the Final 4. The local playdowns will start on February 12<sup>th</sup>, and be completed by the 22<sup>nd</sup>. The second round will start on the 25<sup>th</sup> and be completed by March 8<sup>th</sup>. The third round will start on March 10<sup>th</sup> and be completed by March 26<sup>th</sup>.

Peewee 2 This Tier has three regional divisions and a total of 21 teams. The first round of playoff will be between the last ten teams to determine who will fill spots 12 to16 in the playoffs. Both the first and second rounds of playoff will involve pairing of the teams with the league determining the matchup based upon adjusting opponents close in the standings to limit the travel distances. By this we mean that teams in the middle of standings may be juggled to achieve a reasonable match. ie: if 6 versus 11 results in 2 hour commute but 6 versus 10 would be 30 minutes that shift would be made. We will also try to avoid teams playing teams within their own region as much as possible. There will be a 3<sup>rd</sup> round of playoffs between the last 8 teams to select the Final 4. The initial playdowns will start on February 12<sup>th</sup>, and be completed by the 22<sup>nd</sup>. The second round will start on the 25<sup>th</sup> and be completed by March 8<sup>th</sup>. The third round will start on March 10<sup>th</sup> and be completed by March 26<sup>th</sup>.

Bantam 2 This Tier has three regional divisions and a total of 24 teams. The first round of playoff will be between the last sixteen teams to determine who will fill spots 9 to16 in the playoffs. Both the first and second rounds of playoff will involve pairing of the teams with the league determining the matchup based upon adjusting opponents close in the standings to limit the travel distances. By this we mean that teams in the middle of standings may be juggled to achieve a reasonable match. ie: if 6 versus 11 results in 2 hour commute but 6 versus 10 would be 30 minutes that shift would be made. We will also try to avoid teams playing teams within their own region as much as possible. There will be a 3<sup>rd</sup> round of playoffs between the last 8 teams to select the Final 4. The initial playdowns will start on February 12<sup>th</sup>, and be completed by the 22<sup>nd</sup>. The second round will start on the 25<sup>th</sup> and be completed by March 8<sup>th</sup>. The third round will start on March 10<sup>th</sup> and be completed by March 26<sup>th</sup>.

The Senior division consists of one Tier of teams in each of the two divisions. In Senior 1, it was decided that the top five teams will be given a bye and bottom 6 teams will play off for positions 6 through 8 of the playoffs. The second round of playoffs will be among the 8 teams remaining. In Senior 2, the top 3 teams get a bye and the last 2 playoff for the 4<sup>th</sup> spot in the final weekend.

Please note:

The Executive will look at all pairing to attempt to minimize travel and conflicts in the 1<sup>st</sup> round. The introduction of 3 rounds of playoffs in some divisions will mean that teams could play 9 games between Feb 11 and March 26, in addition to their OWHA provincial playdown games. The provincial playdowns must be finished by March 11<sup>th</sup>, so the third round can take place after provincial playdowns are finished. NMGHL does NOT close for March Break. It is the responsibility of the teams to work out the schedules by themselves. Teams are reminded that:

Rule 3.2 c) states: Any team who refuses to schedule any League game, within the time frame allotted for that scheduling, shall be suspended until notification of a discipline hearing. This applies to all regular season and all assigned playoff games.