PMOHA PLAYOFF & GONG SHOW FORMAT

In the interest of fair play and sportsmanship, which are pillars of our beloved league, all teams at all stages of the playoffs are reminded to roll the lines evenly to allow for all players to play a fair and even amount of ice time. This is what our league is all about.

At the end of the Regular Season each of the 12 teams get divided into three conferences based on their Regular Season standings. Each conference therefore consists of four teams as follows:

Saunders	Mackenzie	<u>Bradley</u>
Seed 1	Seed 2	Seed 3
Seed 4	Seed 5	Seed 6
Seed 7	Seed 8	Seed 9
Seed 10	Seed 11	Seed 12

ROUND ROBIN PLAYOFF GAMES

All 12 teams participate in Round Robin games which will be held Feb 20th, Feb 27th and March 5th. Game schedules will be announced the weekend of Feb 15/16 via the website.

In Round Robin play, team composition remains the same as the regular season. Spares will be system generated so that there are 13 skaters minimum, just like in the regular season.

Each team plays each of the other three teams in their Conference and points awarded as follows:

- 2 points for a WIN
- 1 point for OT LOSS
- 0 points for REGULATION LOSS

Tie Breakers at the end of Round Robin play are as follows, in this order:

- Points
- Head to Head
- Goals Against
- Lowest PIM's (in Regular Season)
- Coin Toss

PLAYOFF SEMI FINALS

The winning team from each Conference will qualify for the Semi Finals, plus one Wildcard team, which is detailed below.

Semi Final games will be held as follows:

- Game 1, Arena 1 at 7:45 PM, Monday March 9th
- Game 2, Arena 1 at 9:15 PM, Monday March 9th

Team composition for SEMIS (& FINALS) will be 15 skaters so that each team is icing a full squad. Spares will be placed manually (not system generated) in order to provide a "like for like" player.

Wildcard Lottery includes three teams, each 2nd place team from their respective Round Robin Playoff conference. Their probabilities to win the Wildcard Semi Final spot are based on how high they finished in the Regular Season standings. Therefore, the highest ranked among them has 50% probability, the

second highest has 30% and the lowest finishing team among them has a 20% probability. The Wildcard Lottery will be held after the last Round Robin game is complete on Thursday March 5th. NOTE: the Wildcard team may not play a team in the Semi Final round that was in their Round Robin Conference.

OT in Semi Finals will be one 5-minute period of 3 on 3. If still tied, then shootout as per regular season games.

GONG SHOW SEMI FINALS

For players not playing in Playoff Semi Finals, 60 skaters and four goalies will make up four teams selected via lottery from pool of players who opted in for the Gong Show when prompted at Roll Call during Round Robin games. Players who opt in for the Gong Show are expected to be available to play on Monday March 9th and possibly (if they win on Monday the 9th) again on Thursday March 12th. If players have either opted out or not responded to the opt in/out choice, they will not be part of the player lottery pool for the Gong Show. Gong Show team rosters will be announced on the website March 7th or 8th.

Games will be held as follows:

- Game 1, Arena 2 at 7:00 PM, Monday March 9th
- Game 2, Arena 2 at 8:30 PM, Monday March 9th

Format will be "pond hockey style", in one gate and out the other. Two 20-minute periods of stop time and there will be refs.

The two games on Monday March 9th will decide which two teams go to Gong Show Finals on Thursday March 12th.

All players selected to a Gong Show team pay a \$20 donation that goes to Crossroads Hospice.

GONG SHOW FINALS

Game will be on Arena 1 at 7:45 PM on Thursday March 12th.

Same format as Gong Show Semi Finals.

If tied, shootout as per regular season games.

PLAYOFF FINALS

Team composition (as noted above) will be 15 skaters.

Game will be on Arena 1 at 9:30 PM on Thursday March 12th.

OT in Finals will consist of a 10-minute period, 4 on 4. If still tied, then a 10-minute period of 3 on 3. If still tied, then a shootout as per regular season.