

SASKATOON MINOR HOCKEY ASSOCIATION
CITY PLAYOFFS 2024 – DOUBLE KNOCK OUT FORMAT

Applies to: U13 A, B & C / U15 B & C / U18 A, B & C

- ❖ **GAME TIMING for all games except the Finals noted below (for all divisions listed above)**
 - 5 minute warm up allowance time**
 - 1st Period 15 minutes stop time
 - 2nd Period 15 minutes stop time
 - 3rd Period 20 minutes stop time
- **The "B" side Final, the "A" Final & the "if necessary game" will be 3 x 20 min. stop time periods**
- **One 30-second time out shall be allowed per team per game in Playoff Games**
- **NO SMHA CITY PLAYOFF GAMES WILL BE CUT DOWN IN TIME**
- **FLOODS: Ice flood every two periods.**
- **Home & Away: In all playoff games in a double knock out format, the team which finished higher in the regular season standings will be designated the "HOME TEAM" and shall wear white jerseys.**

OVERTIME (possible in all games in double knock-out format). NOTE: There will not be a flood after the 3rd period
Overtime (in all games except the "B" final, the "A" final and the A/B "if necessary game") will be sudden victory played in TWO (2) minute stop time periods as follows:

First 2 minutes 6 each side (5 skaters, 1 goalie) – teams do not change ends

Next 2 minutes 5 each side (4 skaters, 1 goalie) – teams to change ends

Complete the game 4 each side (3 skaters, 1 goalie) (20 minutes on the clock) – teams to change ends

OVERTIME- All FINALS: The sudden victory format as follows (in the "B" Final, "A" Final and "if necessary" games);
20 minute overtime period divided as follows:

First 10 minutes 5 skaters plus a goalie – teams do not change ends

Next 5 minutes 4 skaters plus a goalie – teams change ends

Next 5 minutes 3 skaters plus a goalie – teams change ends

If the teams are tied after the first 20- minute overtime period, successive 20-minute periods will be played with 3 skaters plus a goalie, until a winner is determined. Teams will change ends for each period.

OVERTIME PENALTIES: Penalties assessed during overtime play will be served in the following manner:

At the 5 skater and 1 goalie stage: Hockey Canada rules apply.

At the 4 skater and 1 goalie stage: 1st Penalty, Hockey Canada rules apply (4 on 3)

2nd Penalty by same team while still short handed, non offending team will add a skater. (5 on 3)

Successive penalties by same team, Hockey Canada rules apply while still short handed. Once all penalties have expired, the teams will play at even strength until a stoppage in play and then revert to 4 skaters and a goalie on each side. (Coincidental penalties are not subject to these guidelines)

At the 3 skater and a goalie stage: 1st Penalty non offending team adds a player (4 on 3)

2nd Penalty by the same team while still short handed, non offending team will add a second skater

(5 on 3) Successive penalties by same team while still short handed, Hockey Canada rules apply. Once all penalties have expired, the teams will play at even strength until a stoppage in play and then revert to 3 skaters and a goalie on each side. (Coincidental penalties are not subject to these guidelines.)

If a period expires while penalties are in effect, at any state, the next period will start with the same number of skaters as when the previous period expired. Once all penalties have expired, teams will play at even strength to the next stoppage in play, and then revert to the number of skaters that is designated for the period of play the overtime is in.

NOTES:

- **Winning teams are to update the score on the SMHA TeamLinkt app immediately following their game.**
- **If the "if necessary" game is not required to determine the City Champion, we ask that the City Champion use the ice time for a fun practice / team photo opportunity.**