



## CIPHL GAMEPLAY RULES AND TIE BREAKERS

### 1. Gameplay

- a. Games are 14 minute periods
- b. Penalties are 2 minute minors, 5 minute majors, and 10 minute misconducts
- c. 2 points are awarded for a win. 1 point for a tie. 0 points for a loss.
- d. Running clock in the 3<sup>rd</sup> period if goal differential is 5 or more.
- e. Scoresheets from finished games need to be mailed to [heycoach.otto@yahoo.com](mailto:heycoach.otto@yahoo.com) by the home team at the completion of the game.

### 2. Seeding Round

- a. Each team will play 1 game versus every other team in the league to establish two divisions for the regular season.
- b. Founders Division– Gold will consist of the 4 teams with the most points in the seeding round.
- c. Heartland Division – Silver will consist of the 4 teams that do not accumulate enough points for the Founders Division.
- d. Programs that have two teams will not be required to play a seeding round game between the teams. The varsity team will be awarded two points.
- e. 2 points are awarded for a win. 1 point for a tie. 0 points for a loss.
- f. Tiebreakers
  - i. Head to Head Winner
  - ii. Wins
  - iii. Goal Differential
    1. Goal Differential is capped at +7 per game
  - iv. Goals Allowed

### 3. Regular Season

- a. Teams will play their division opponents 3 times.
- b. 2 points are awarded for a win. 1 point for a tie. 0 points for a loss.
- c. Regular Season Tiebreakers
  - i. Head to Head Record
  - ii. Total in Wins
  - iii. Goal Differential
    1. Goal Differential is capped at +7 per game
  - iv. Goals Allowed

### 4. PLAYOFFS

- a. Each Division will play a Round Robin tournament with the top two point getting teams advancing to the Founders Cup and Heartland Cup Championship games.
- b. **Round Robin**
  - i. Two points are awarded for a win and zero for a loss
  - ii. Overtime Rules
    1. OT 1 sudden death 5min of 4 on 4
    2. OT 2 sudden death 5min of 3 on 3
    3. Shootout best of 3
      - a. Home team decides if they want to shoot first or last
      - b. Any player with penalty time remaining at the end of OT cannot shoot
      - c. If still tied after 5 shooters. Players who have already shot can go again but not a 3<sup>rd</sup> time until 4 more shooters have gone after them.
  - iii. Penalties in OT or carryover penalties from regulation add a player to the non-penalized team
  - iv. Tiebreakers
    1. Two Way Tie: Round Robin Head to head
    2. 3 or more way Tie:
      - a. Regular Season Record.
      - b. Regular Season Head to Head
- c. **Founders Cup & Heartland Cup Finals**
  - i. The two teams with the most points from the Round Robin advance to the Founders Cup. The two losing teams from the play-in compete for the Founders cup.
    1. OT Sudden death 5min of 5 on 5
    2. OT Sudden death 5min of 4 on 4
    3. OT Sudden death 5min 3 on 3 until a winner is determined