

2025/2026 GHA HOUSE LEAGUE PLAYOFFS - R&R

The GHA House League playoffs start with a three-game round robin, as scheduled by the League that will run from March 23 to April 2, 2026. Quarter and Semi's run from to April 10, 2026. Finals are April 11 and 12, 2026. Under **NO** circumstances are teams allowed to request changes to the schedule.

U9 Jamboree runs March 7, 8, 2026. U9A, U9B and U9C - 3 FULL ICE GAMES

General Rules - FOR ALL GAMES

1. Points shall be awarded as 2 points for a win, 1 point for a tie and 0 points for a loss.
2. Under **NO** circumstances are teams allowed to request changes to the schedule.
3. Teams are required to bring their **home & away sweaters, pucks, and a game sheet** to every game.
4. **Dressing rooms and Dressing Room Hallways are for the use of the team officials and players ONLY. GHA Board members may enter a team's Dressing Room at any time.**
5. **Home team** will be determined by a coin toss before each game.
6. Only Players and Team Officials, as listed on the Official Team Roster, may go on the ice or bench area at any game (including approved affiliated players).
7. **If, at any time after the end of the 2nd period, there is a difference of seven (7) or more goals between the two teams, the game will be played out as running time (not to revert to stop time, regardless of the score).**
8. For the Playoff Standings, all games will be capped and recorded at a **7-goal** differential.
9. **U11 to U18:** All games will consist of a two-minute warm-up, followed by a game of **two 10 and one 12-minute stop-time periods.**
10. **U21:** All games will consist of a two-minute warm-up, followed by a game of **two 15 and one 18-minute stop-time periods.**
11. **The clock located in the rink area will be used for calculating start and curfew times.**
12. The game clock located in the time box will be used for game time, periods, and penalties.
13. Any league or playoff games played by a team using one (1) or more ineligible players will be declared forfeited, regardless of the circumstances. The non-offending team shall be declared the winner, and the score shall be recorded as per the Official Game Report if the non-offending team was in the lead at the time of the infraction or as 5-0 if the non-offending team was not in the lead. The players on both teams shall be credited with all personal statistics earned up to the time the forfeit was declared.
14. Game Protests must be **appealed** to the GHA President as per R&R 15.2
15. The GHA Executive Committee is responsible for all Rule Interpretations.

16. As per R&R 24

- a. **U21 teams are responsible to supply for each game:**
 - (i) **HOME: Pucks and a game sheet which have been properly completed and signed prior to the start of the game.**

- b. **Teams at all other levels (U11 through U18) are responsible to supply for each game:**
 - (i) **HOME:**
 1. Pucks.
 2. A timekeeper, being 16 years or older; and
 3. A game sheet, which has been properly completed & signed prior to the start of the game.
 - (ii) **VISITORS:**
 1. A scorekeeper, being 16 years or older.

Round Robin

1. The playoffs start with a three-game round robin, as scheduled by the League.
2. Points shall be awarded as 2 points for a win, 1 point for a tie and 0 points for a loss.
3. Both the home and away teams are to provide one person each, either the scorekeeper or timekeeper, for all round robin games.
 - **Protests/Appeals will NOT be heard, after the game, if the representative from either team was absent.**
4. The Home Team is to provide pucks and game sheet.
5. There are **NO timeouts** allowed during round robin games **and no breaks between periods.**
6. Round Robin Games will curfew (**NO Overtime**) at the scheduled end time, i.e. **scheduled start time plus 50 minutes**, U9 to U18, or scheduled start time plus 80 minutes for U21. Games that curfew will be considered complete if more than half the running time is played (past 25 minutes/ 40 minutes).
7. **The Timekeeper must press the buzzer to end the game IMMEDIATELY if the running time limit for the game has elapsed (Not to wait for stoppage of play).**
8. The **WINNING team** is to post the scores/penalties and upload the game sheet **within 4 hours** of the end of the game. **Bye games scores will be W3-0 entered by GHA and count towards tie breaking procedures.**
9. **In the event of a tie**, the HOME team is responsible to post the scores/penalties and upload the game sheet within 4 hours of the end of the game.
9. **Tie breakers for Round Robin Standings will be as follows:**
 - 1) Winner of head-to-head game. If more than two teams are tied in points, then head-to-head does not apply. Go to # 2 to seed the teams.
 - 2) Most wins.
 - 3) Least losses.
 - 4) The best ratio of “goals for” divided by “goals for plus goals against”.
 - 5) Least penalty minutes.
 - 6) Least goals against.

10. GHA FAIR ICE RULES APPLY TO ALL GAMES

R & R 18.1 In all divisions and categories/levels of teams throughout the Corporation House League, each player shall play a regular shift throughout each game. Coaching strategies may not include Players sitting on the bench and not being given a chance to develop. Coaches may not use specialty teams. Goalies must either share games, $\frac{1}{2}$ and $\frac{1}{2}$ or rotate game on, game off throughout the season. Players are to share fair opportunities of double rotation when uneven line combinations of forwards or defense exist.

I.E. 8 or 7 forwards or 5 defense.

R & R18.3 b. Coaches found NOT observing any of the points of R&R 18.1 above during the playoffs shall be suspended from all hockey activities until a GHA disciplinary hearing. Violators may be removed during the game by a member of the GHA Executive.

Quarterfinals, Semi-Finals and Finals

10. Depending on the particular level; Quarterfinals and/or Semi-Finals will run from April 6 to April 10, 2026 inclusive, as scheduled by the League. Final games will run from April 11 to April 12.
11. Both the home and away teams are to provide one person each, either the scorekeeper or timekeeper, for all Quarter-Final and Semi-Final games (not finals).
 - **Protests/Appeals will NOT be heard, after the game, if the representative from either team was absent.**
12. The Home Team is to provide pucks and game sheet.
13. There will be ONE 30 Second timeout per team allowed during Quarter-Final, Semi-Final and Final games.
14. **Quarter-Final, Semi-Final and Final Games will NOT curfew.**
15. Quarter Finals, Semi Final and Final Games will be called when the "GAME CLOCK" runs out and then, if the game is tied, the following **sudden death overtime** rules apply.
 - a. Overtime will be decided in 10-minute stop time periods (five on five) until a winner is declared.
 - b. Teams will not change ends after overtime periods.
16. The **WINNING team** is to post the scores/penalties and upload the game sheet **within 4 hours** of the end of the game.



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