

Division I

1. Avon View
2. Park View
3. Horton

First Round

- Three-team round-robin to get down to two teams in the first round. Each team plays the other two teams one time.
- Three points for a win in regulation. Two points for a win in overtime/shootout and one point for a loss in overtime/shootout.
- If two teams are tied for second, the NSSAF tie breaking procedure - 21.7.4 Ties After Pool Play - will be used to break the tie.
- The first round to be completed no later than Friday, **March 11th**.

Second Round

- The two remaining teams play a best two out of three in the second round for the Regional banner. The higher seed having the extra home game if needed.
 - The second round to be completed no later than Friday, **March 25th**.
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Division II

Seeding

1. Bridgetown
2. Middleton
3. West Kings
4. Yarmouth
5. Northeast Kings
6. Central Kings

First Round

- The six teams will be seeded and play a best two out of three series first round with: 1 vs 6, 2 vs 5, and 3 vs 4. The higher seed having the extra home game if needed.
- Three points for a win in regulation. Two points for a win in overtime/shootout and one point for a loss in overtime/shootout.
- The first round to be completed no later than Friday, **March 4th**.

Second Round

- Three-team round-robin in the second round to get down to two teams. Each team plays the other two teams one time. The higher seeded team has home ice.
- Three points for a win in regulation. Two points for a win in overtime/shootout and one point for a loss in overtime/shootout.
- If two teams are tied for second, the NSSAF tie breaking procedure - 21.7.4 Ties After Pool Play - will be used to break the tie.
- The second round to be completed no later than Friday, **March 18th**.

Third Round

- The two remaining teams play a best two out of three in the third round for the Regional banner. The higher seed having the extra home game if needed.
- The third round to be completed no later than **Friday, March 25th**.

General Rules

- School Sport Nova Scotia rules 21.7.3 Hockey game tie break and 21.7.4 Ties after pool play will be in effect.
- Each series is responsible for coordinating their games. For example. 1 vs 6, the two teams would come up with ice times to meet the timeline and if an extra game is needed it would be at the higher seed's arena. The first game does not necessarily have to be hosted by the higher seed.
- Once a schedule has been determined, submit the schedule to Chasity so that it can be posted online, thus allowing officials to be assigned.
- The seeding of teams was determined by the regular season winning percentage - number of games won divided by number of games played.
- A three-person system of officials will be employed for playoff games.
- Each team is permitted one 30-second timeout per game. (Hockey Canada Regulation 10.17 f.)

21.7.3 Hockey Game Tie Break – SSNS Championships:

If a game is tied at the end of regulation play, a sudden victory five-minute overtime period will be played with four (4) skaters aside. In the event of a penalty, the non-penalized team will add a player. In the case of a second penalty the penalized team will remove a player (5-3).

If a game is tied at the end of the first overtime, we will play one five-minute overtime period. Each team will skate with “three (3)” skaters. In the event of a penalty the non-penalized team will add a player. In the case of a second penalty the non-penalized team will add a 2nd player (5-3).

In both overtime periods – offsetting penalties – the on-ice strength remains even. (4-4, 3-3)

If still tied, it goes to a “shoot out” – three shooters alternating, one shot per shooter. If a tie still exists, sudden victory takes place in the second round of shooters. Only when all the skaters from the team with the fewest skaters on the game sheet have participated, will a team be allowed to repeat a shooter.

21.7.3 a.) There will be no stoppage for cleaning ice. Teams will not change ends for overtime.

21.7.3 b.) A coin toss will determine which team shoots first in shoot-out.

21.7.4 Ties After Pool Play

After pool play, if two or more teams are tied in points, the following tiebreaker will be used step by step until there is a determined order. After any step when two teams remained tied, the head-to-head competition will be used:

- a. Total points earned in games amongst the tied teams.
- b. Most regulation wins in games amongst the tied teams.

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- c. Most OT/shootout wins in games amongst the tied teams.
- d. Goal differential in games between the tied teams (goals for, less goals against).
- e. If still tied repeat steps a-d but use the record of all the teams in the pool, not just tied teams.
- f. If still tied, the higher standings will be determined on the ratio of goals for, to goals against to three (3) decimal places (goals for divided by goals against). In calculating this ratio, only the records of the teams tied against each other shall be considered.
 - Fewest goals-against in games between the tied teams.
 - Fewest goals-against in all games.
 - Most goals-for in games between the tied teams.
 - Most goals-for in all games.
 - Fewest penalty minutes.

NOTES: The tie breakers establish the standings in the round robin.

A coin toss will be used to determine home team in the final between teams with identical records.