



ODWHA House Playoff Scheduling 2018

PLAYOFF SCHEDULING PROCESS:

Please go to tab for playoff seeding, it will determine which pool and place your team ranked, note this will not change. You will find who you will play at the bottom of this document. Ensure you have the correct team number of opponents. A scheduling link will be active Feb 10th on the ODWHA website under the playoffs tab, each team is to enter their **2 home games by Feb 11 2018 midnight** (season end Feb 9th) to facilitate booking referees. The season this year was compressed due to Easter. If you have any difficulty please contact executive-director@odwha.org and odwha-convenor@odwha.org

You should already have a minimum of 4 ice times, at approved venues; additional ice is welcome. Please refer to the previous posted Playoff document to help guide

Teams will be scheduling their own playoff games with game match-ups, determined by the final regular season standings and ranking in Pool A and Pool B as listed under the House seeding Tab. The chart below determines your opponents.

- All games must be scheduled at approved venues, and follow the time rules as noted in rules/regs
- Teams can begin scheduling their games as the standings are finalized now.
- The playoff schedule can be done by entering **your team's home games** using the playoff scheduling form on the ODWHA website. (House Feb 11th midnight)

Any team(s) who is delaying or not cooperating with the playoff scheduling process will be subject to sanctions by the ODWHA Executive.

Correction: 30 second timeouts are NOT permitted during playoffs games

House League

The split for the House League divisions is available under the House Seeding Tab and the opponents you will play are identified below (playoff Format)

Note you will play a total of 4 games 2 home....2 away and only need to enter your home games into the form located under the playoff scheduling tab (odwha website)

Also please refer to the earlier posted PLAYOFF DOCUMENT as it contains a FAQ to answer questions

Where can I find the contact information for the teams I have to play?

- Each team had to enter the coach & manager's contact information onto the ODWHA site at the beginning of the season.
- The coaching staff for all teams in the league can be found on the ODWHA site: <http://www.odwha.org/main/coaches-and-team-staff> click the link download the excel spreadsheet and search if they are not listed you can look them up on their home association website.

Playoff format

Pure round robin or weighted modified round robin format will be used to determine seeding's depending on the number of teams in each division

Number of Teams in Division – Comp/House	Game – Opponents
Teams – <i>Weighted Round Robin Format</i> 3	1v2(1@home), 1v3(1@home), 2v1(2@home), 2v3, (2@home)3v1(3@home), 3v2(3@home)
Teams – <i>Weighted Round Robin Format</i> 4	1v2(1@home), 1v3(3@home), 1v4(1@home), 1v4(4@home), 2v3(2@home), 2v4(4@home), 2v3(2@home), 3v4(3@home)
5 Teams – Pure Round Robin	1v2(1@home), 1v3(3@home), 1v4(1@home), 1v5(5@home), 2v3(2@home), 2v4(4@home), 2v5(2@home), 3v4(3@home), 3v5(5@home), 4v5(4@home)
Teams- <i>Weighted Round Robin Format</i> 6	1v3(3@home), 1v4(1@home), 1v5(5@home), 1v6(1@home), 2v3(2@home), 2v4(4@home), 2v5(2@home), 2v6(6@home), 3v5(5@home), 3v6(3@home), 4v5(4@home), 4v6(6@home)
7 Teams - <i>Weighted Round Robin Format</i>	1v4(1@home), 1v5(5@home), 1v6(1@home), 1v7(7@home), 2v3(3@home), 2v5(2@home), 2v6(6@home), 2v7(2@home), 3v4(4@home), 3v5(3@home), 3v7(7@home), 4v6(6@home), 4v7(4@home), 5v6(5@home)
8 Teams - <i>Weighted Round Robin Format</i>	1v4(4@home), 1v6(1@home), 1v7(7@home), 1v8(1@home), 2v3(2@home), 2v5(5@home), 2v7(2@home), 2v8(8@home), 3v5(3@home), 3v6(6@home), 3v7(3@home), 4v5(5@home), 4v6(6@home), 4v8(4@home), 5v8(8@home), 6v7(7@home)
9 Teams - <i>Weighted Round Robin Format</i>	1v6(6@home), 1v7(1@home), 1v8(8@home), 1v9(1@home), 2v5(2@home), 2v7(7@home), 2v8(2@home), 2v9(9@home), 3v5(5@home), 3v6(3@home), 3v8(3@home), 3v9(9@home), 4v5(5@home), 4v6(4@home), 4v7(7@home), 4v9(4@home), 5v8(8@home), 6v7(6@home)

10 Teams - <i>Weighted Round Robin Format</i>	1v5(1@home), 1v8(8@home), 1v9(1@home), 1v10(10@home), 2v6(2@home), 2v7(7@home), 2v9(9@home), 2v10(2@home), 3v7(7@home), 3v8(3@home), 3v9(3@home), 3v10(10@home), 4v6(6@home), 4v7(4@home), 4v8(4@home), 4v9(9@home), 5v6(5@home), 5v7(5@home), 5v8(8@home), 6v10(6@home)
11 Teams - <i>Weighted Round Robin Format</i>	1v6(1@home), 1v9(9@home), 1v10(1@home), 1v11(11@home), 2v7(2@home), 2v8(8@home), 2v10(10@home), 2v11(2@home), 3v7(3@home), 3v8(8@home), 3v10(3@home), 3v11(11@home), 4v6(4@home), 4v8(4@home), 4v9(9@home), 4v10(10@home), 5v6(6@home), 5v7(7@home), 5v9(5@home), 5v11(5@home), 6v9(6@home), 7v8(7@home)
12 Teams - <i>Weighted Round Robin Format</i>	1v6 (1@home), 1v2(1@home), 2v11(2@home), 2v9(2@home), 3v7(3@home), 3v1(3@home), 4v8(4@home), 4v3(4@home) 5v4(5@home), 5v10(5@home), 6v2(6@home), 6v11(6@home) 7v10(7@home), 7v5(7@home), 8v7(8@home), 8v9(8@home) 9v5(9@home), 9v12(9@home), 10v3(10@home), 10v1(10@home) 11v8(11@home), 11v12(11@home),12v6(12@home), 12v4(12@home)
13 Teams - <i>Weighted Round Robin Format</i>	1v13(1@home), 1v7(1@home), 2v8(2@home), 2v11(2@home) 3v5(3@home), 3v1(3@home), 4v5(4@home), 4v12(4@home) 5v1(5@home), 5v9(5@home), 6v10(6@home), 6v2(6@home) 7v3(7@home), 7v4(7@home), 8v6(8@home), 8v11(8@home) 9v8(9@home), 9v10(9@home), 10v2(10@home), 10v13(10@home) 11v9(11@home), 11v4(11@home), 12v6(12@home), 12v3(12@home), 13v7(13@home), 13v12(13@home)
14 Teams - <i>Weighted Round Robin Format</i>	1v9(1@home), 1v2(1@home), 2v10(2@home), 2v13(2@home) 3v4(3@home), 3v12(3@home), 4v1(4@home), 4v8(4@home) 5v12(5@home), 5v3(5@home), 6v2(6@home), 6v14(6@home) 7v5(7@home), 7v4(7@home), 8v5(8@home), 8v11(8@home) 9v7(9@home), 9v3(9@home), 10v6(10@home) 10v13(10@home) 11v10(11@home), 11v6(11@home), 12v11(12@home) 12v8(12@home), 13v9(13@home), 13v14(13@home), 14v1(14@home), 14v7(14 @home)
15 Teams - <i>Weighted Round Robin Format</i>	1v15(1@home), 1v11(1@home), 2v11(2@home), 2v10(2@home) 3v13(3@home), 3v14(3@home), 4v1(4@home), 4v3(4@home) 5v8(5@home), 5v2(5@home), 6v9(6@home), 6v7(6@home), 7v5(7@home), 7v10(7@home), 8v6(8@home), 8v12(8@home) 9v12(9@home), 9v5(9@home), 10v9(10@home), 10v4(10@home) 11v3(11@home), 11v4(11@home), 12v4(12@home) 12v6(12@home), 13v1(13@home), 13v2(13@home) 14v13(14@home), 14v15(14@home), 15v8(15@home) 15v7(15@home)

No pick-up players are allowed in the playoffs except as specified in the ODWHA Constitution and Bylaws: upward movement of players to a maximum of 3 players (including the goalie(s), or the number of players originally registered on the team, can only occur if the following conditions are met and officially accepted (in advance of the game to be played) by the ODWHA Executive Registrar.

Pick-up requests must be submitted to the Registrar no less than 24 hours prior to game time.

- To replace an injured player or an ill player. A medical certificate must be provided to the Executive Registrar prior to the game in question.

The above situation does not allow a team to add another player to their team roster. Once the injured player has returned to the team, the replacement player is no longer eligible to play.

Regards and Good Luck!

ODWHA BOARD