



CHL Playoff Rulebook

Xbox Series X|S – PlayStation 5 CHL

This document is an extension of our current Four Article Constitution. Anything not outlined in this document is covered in our Constitution and will be enforced as per the Constitution.

If any player or manager has any questions in regard to these rules, please forward them to the CHL Staff directly.



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	– Changes made in Season 41 Xbox Season 19 PSN
	– Changes made in Season 42 Xbox Season 20 PSN
	– Changes made in Season 43 Xbox Season 21 PSN
	– Changes made in Season 44 Xbox Season 22 PSN
	– Changes made in Season 45 Xbox Season 23 PSN



Section One: Playoff Scheduling Rules

1.1: Rosters

- Each team is required to enter each round with a complete 17 player roster.
- The deadline to have a complete 17 man roster for each round is 8 PM EST on the Sunday prior to game one of the series that is about to begin. If a team has a player removed **MID SERIES**, that team **IS REQUIRED** to call up a player within a 12 hour window from the time the removal is processed.
- Anyone listed on your roster after 8 PM EST will be required to be scheduled according to the scheduling restrictions posted below.
- If a player is removed mid-week, the replacement player can **ONLY** be scheduled based on the games remaining, and not played by the player removed.
 - **Ex:** If Player "A" plays game one, and quits the league, the replacement player can **ONLY** now play one more game prior to game seven.
- If a player is away and placed on IR or is suspended, that PLAYER MUST BE SCHEDULED FOR HIS OR HER GAME THEN REPLACED BY AN ECU FOR THAT GAME! THE ECU PLAYER DOES NOT AND SHOULD NOT BE SCHEDULED IN YOUR LINE UP. THE API WILL AUTOMATICALLY CHANGE YOUR LINE AFTER THE GAME IS COMPLETED.

1.2: CHL Game Times

Conference Times [Xbox]

- Sunday 8:30 PM – Game One
- Sunday 9:05 PM – Game Two
- Monday 9:05 PM – Game Three
- Monday 9:40 PM – Game Four
- Tuesday 8:30 PM – Game Five *
- Tuesday 9:05 PM – Game Six *
- Tuesday 9:40 PM – Game Seven *

Conference Times [PSN]

- Sunday 9:05 PM - Game One
- Sunday 9:40 PM - Game Two
- Monday 8:30 PM - Game Three
- Monday 9:05 PM - Game Four
- Tuesday 8:30 PM - Game Five *
- Tuesday 9:05 PM - Game Six *
- Tuesday 9:40 PM - Game Seven *

All times are Eastern Time Zone, accounting for Daylight Savings Time when applicable.



1.3: Lines Deadlines

- The Away team **MUST** confirm their lines **at times listed below** to the scheduled game. If away team lines are not posted on time, it will result in a 1st Degree Violation.
- The Home team **MUST** post their line **at times listed below** . Failure to do so will result in a 1st Degree Violation.
- If the away team's lines **ARE NOT** posted prior to the Home Team's deadline for posting their lines, **the home team does not need to post their line up until after the game.**
- If the home team does **NOT** have their lines posted 30 minutes **PRIOR** to the game start (or not at all) , the away team is eligible to change their entire line up.

Deadlines for lines to be posted

- Games 1-5
 - Away Team - 3 Hours Before Scheduled Game Time
 - Home Team - 1 Hour Before Scheduled Game Time
- Game 6
 - Away Team - 90 Minutes Before Scheduled Game Time
 - Home Team - 1 Hour Before Scheduled Game Time
- Game 7
 - Both Teams - Before Scheduled Game Time

1.4: Scheduling Restrictions

- **Scheduled:** A player is confirmed to play a game. A green name on the schedule tab for the game in question.
- **Played:** A player has physically played the game and will be listed in the game stats once the game is completed.
- **CHL Substitution:** The action of replacing **ONE** CHL roster player with another. By doing this form of substitution, the player who was **ORIGINALLY SCHEDULED** will need to be **RESCHEDULED** for a game based on the scheduling limitations (one game within the first four, two games if the series goes six).
- **ECU:** The action of using an affiliated player not on the 17-player roster to fill the position of a roster CHL player who was not able to attend a scheduled game. When an ECU is used, the **ORIGINAL CHL PLAYER** who was scheduled **CANNOT** play an additional game outside of the scheduling limitations. The game counts as a game for the ECU player, thereby counting towards the ECU limits as well as a game scheduled/played for the player who was replaced by the ECU.

1.4.1: Scheduling Restrictions

Player Scheduling Restrictions

- ALL players listed on the 17-player roster **MUST** be scheduled **for one game within the first four games and two games if the series goes to six games.**
- ALL players listed on the 17 man roster **MUST** be scheduled and/or played or be replaced by an ECU, for one game in the first four games, and two games if the series goes to game six. Failure to schedule a roster player AT ALL according to the scheduling process [one game in the first four, and the second game by or in-game six.] can result in games being overturned!



- **EVEN IF THE PLAYER CANNOT MAKE A GAME THEY ARE STILL REQUIRED TO BE SCHEDULED!**
- A player who does not show up and is replaced by an ECU, forfeits their eligibility to play/be scheduled for another game outside of the limits listed above - *one game in the first four, and a second game by game six*
- In-game seven anyone can be used.

Goalie Scheduling Restrictions

- Goalie scheduling limitations are the same as players. A Goalie is required to be scheduled/play one game in the first four and must be scheduled/play a second game if the series goes to a game six. In-game seven, any goalie can be used. A skater can only play their third game of a series in game seven.
- A goalie can only play their fifth game of a series in a Game Seven.

ECU Scheduling Restrictions

- Teams are NOT REQUIRED to schedule an ECU player in the official line-up via the website. The API system will AUTOMATICALLY adjust your lines AFTER the scheduled game. If a team decides to schedule an ECU player anyway, that ECU PLAYER SHOULD ONLY BE PUT INTO THE LINEUP **AFTER** THE DEADLINE IN WHICH YOUR LINES ARE DUE!
- The "public log" will be referenced by the BOG staff to try and verify which player(s) are scheduled for which game(s) by the deadline and which player the ECU is replacing.
- The "public log" will be referenced by the BOG staff to try and verify which player(s) are scheduled for which game(s) by the deadline and which player the ECU is replacing.

Substitution Restrictions

- Each team is ONLY allowed to make **ONE CHL substitution per game**. *See details above as to what is considered a CHL Substitution* All other substitutions AFTER A CHL SUBSTITUTION IS USED have to be an ECU PLAYER FROM YOUR TRAINING CAMP.
- A player who is subbed out of a scheduled game and replaced by another roster player MUST BE SCHEDULED again within the limits above - *one game in the first four, and a second game by game six*
- The single substitution rule DOES NOT apply to game seven.

1.4.2: Scheduling Clarifications and Examples

If a player is replaced by an ECU, it DOES count as a game scheduled for the roster player who did not show up. (As well as two eligible games per series for the ECU player) Therefore your roster player is ineligible to play an additional game outside of the one in four, two in six rule listed above.

- **Ex:** MCDONALD is scheduled for game 2, he no shows, and is ECU'd. Therefore McDonald is ONLY eligible to play / be scheduled for one more game if the series goes six games. The game played by the ECU player, also means that player can ONLY ECU one more time for the duration of the series.

If a player is replaced by an CHL Substitution, the game counts as a game SCHEDULED/PLAYED for the player who is the REPLACEMENT. Therefore the ORIGINAL PLAYER will need to be rescheduled.



- **Ex** : MCDONALD is scheduled for Game 2, and he no shows. He then is replaced by a roster player; Jordan NHL. Therefore game two counts as a game played / scheduled for Jordan NHL. MCDONALD will still need to be scheduled for his game before the series hits four games.

1.4.3: Understanding Temporary Call Ups

Temporary call ups **ARE NO LONGER AN OPTION TO REPLACE A PLAYER ON IR! ALL PLAYERS ON IR ARE REQUIRED TO BE SCHEDULED FOR ONE GAME IN THE FIRST FOUR AND FOR A SECOND GAME IF THE SERIES GOES TO A GAME SIX.**

1.4.4: ECU Restrictions For The Playoffs

ECU limits for the CHL are as follows:

- Only players listed on your Training Camp can be used as an ECU
- Training Camp players who are **listed as called up** to the NHL and or AHL are **ineligible** to be used as an ECU in the CHL.
- Training Camp players are eligible to ECU for a **MAXIMUM of TWICE** in a series for a **MAXIMUM** of FIVE times for the duration of the **THREE ROUND** playoff (PSN) or **FOUR ROUND** playoff (Xbox).
- Players who give correct eligibility are not able to be ECU'd aka "benched" in favor of a training camp player. ECUs are ONLY for when players do not show up for their normal scheduled game or players who are currently listed on IR.
- The Memorial Cup is a 2 Week tournament that is broken down into a Memorial Cup Semi-Final, followed the next week by the Memorial Cup Finals. Teams are eligible to use a Training Camp player a **MAXIMUM of TWICE** in a Series for a **MAXIMUM of THREE** if they advanced to the Memorial Cup Final Four.
 - Teams are eligible to use a training camp player **TWICE** during the best of seven series.
 - * These above rules ONLY apply to the Memorial Cup Final Four.*
- ECUs are **INELIGIBLE** to play in Game 7s.
 - Goalies will be made as an exception.
- If a player disconnects in a Game 7, another roster player will be **MANDATORY** for replacement.
- In all situations, any late-signup (listed above), are **INELIGIBLE** to ECU during the playoffs

1.4.5: Ineligible Player Scheduled - Ineligible Player Played

There are a few situations that occurred during past playoff events that have led to games being overturned and or suspensions being issued. Please review these situations and avoid them at ALL COST!

- No player listed (missing/open) at the lines deadline = late lines = 1st degree violation
- Ineligible player listed (i.e. ECU from TC roster) at the lines deadline = ineligible player = Management suspension*
- Ineligible player listed at the lines deadline, later replaced/corrected to an eligible roster player after the lines deadline = lines violation = 1st degree violation
- If a player is "benched" and ECU'd, this would be deemed as an ineligible player



IF YOU FIND YOURSELF IN A SITUATION WHERE YOU HAVE VIOLATED #2 LISTED ABOVE YOU RUN THE RISK OF HAVING A GAME OVERTURNED. WHEN SCHEDULE AN ECU IN YOUR LINE UP BEFORE THE LINES DEADLINE YOU ARE VIOLATING THE SCHEDULING RESTRICTIONS THAT STATE EVERY ROSTER PLAYER NEEDS TO BE SCHEDULED - PLAY ONE GAME IN THE FIRST FOUR GAMES AND TWO GAMES IN THE SERIES GOES TO A GAME SIX. EVEN IF YOU KNOW YOUR PLAYER CANNOT MAKE THE GAME AND OR IS ON IR (BUT NOT REPLACED BY A TEMPORARY CALL UP) YOU HAVE TO SCHEDULE YOUR ROSTER PLAYER FOR THE GAME. ONCE THE LINE'S DEADLINE HAS PAST YOU WILL THEN BE ELIGIBLE TO SUB YOUR ROSTER PLAYER OUT AND SUB IN YOUR ECU. KEEP IN MIND THAT THE STATS SYSTEM(API) WILL AUTOMATICALLY UPDATE YOUR LINE UP IF YOU USE AN ECU. THIS MEANS THERE IS NEVER A SITUATION WHERE YOU NEED TO SCHEDULE AN ECU PLAYER!

1.5: Illegal Substitution

Since the rules state that everyone **NEEDS** to be scheduled for one game in the first four games and two if it goes six, in the situation where a player(s) first game in the first four is in fact **GAME FOUR**, he **CAN NOT** be replaced by an CHL Substitution!! The reasoning being is game four will not count as a game played by the original player, therefore breaking the scheduling restriction rules. The best practice is if a player can not attend a game, use an ECU.

An ineligible substitution will result in games being overturned due to the fact the game in question was affected by the player who is ineligible.

1.6: Forfeits & Game Night Setup Procedures

Regular Season disconnection procedures do apply.

1.7: Reschedules

Reschedules are an option but only in cases where there is an Xbox issue, EA issues, or PSN issues. This is to be determined by League Staff.

1.8: Ineligible Player

Managers and Players have a responsibility to ensure they are NOT playing a game when they are NOT eligible to play!

An ineligible player is described as, but is not limited to:

- Playing out of position
 - This does not apply to forwards playing another forward position they are not listed as.
 - This does not apply to defenders who are playing the opposite side they are not listed as.
- Playing while being suspended or banned
- Illegal Substitutions
 - Subbing a player out of a forfeit after official game time
 - Making more than one roster sub in a single game during the playoffs
- A player that is not on the team roster/organization.
- A player that has exceeded the max game limit.



- A player that does not meet the playing eligibility requirements for a specific league based on his/her player status.
- A player that has not been scheduled and/or plays outside of the playoff limits [one-game by Game Four, two-games by Game Six].
 - There is no situation where a skater can play Games Five and Six or more than three games before Game Seven.
- Failure to play games according to the playoff scheduling limit.
- Playing on a second tag or user account.
 - Automatic series overturn/forfeit if found guilty.
- Playing on an account that is not their own - account recovery.
 - Automatic series overturn/forfeit if found guilty.
- An ECU player playing for a "benched" roster player.
- Playing for both the Xbox finalist and PSN finalist during the cross-console finals.

Punishment for non-compliance:

- In situations where the ineligible player had an influence on a game outcome and the team with the ineligible player won, the game will be overturned to a 1-0 forfeit loss. All stats will be removed from the game.
- If the team with an ineligible player loses in overtime, the game will be changed to a regulation loss and all of the players on the team with the ineligible player will be removed from the stats.
- If the ineligible player had no influence on a game's outcome, game results will not be affected, but the team's manager will receive a one-game suspension, for each game whereby the ineligible player was used

Section Two: Additional Playoff Violation Rules - Playoff Rules In Regards to Article Four: The Rule Book

2.1: Punishment Violations

Complaints will **NOT** be filed by League staff unless otherwise directed to do so by the Commissioner.

All complaints will be reviewed and ruled on, on a nightly basis during the playoffs.

Violation punishments that are issued the same as the season and are rated as a "degree" rather than a "strike."

First- and second-degree violations are considered "team punishments". Therefore these punishments will be assigned to a game in which they need to be served, not a player.

- **Ex:** MIN has late lines for Game three. After reviewing the complaint, MIN will need to take a minor penalty to start game four.

Third-degree violations issued to specific members involved in the violation.



2.2: First-Degree Violations

The team receiving the violation **MUST** take a penalty off the opening face-off, resulting in a 5-on-4 powerplay for the other team at the start of the next scheduled game.

The League recommends having a skater take a delay-of-game penalty by dumping the puck over the boards in their own defensive zone.

Examples of first-degree violations:

- Late/no lines (first time in a series) *
- Late/no stats (first time in a series) *
- Late/no pictures of stats (first time in a series) *

* Each violation listed above will only be classified as a first-degree violation once per series. Any additional violations listed above (per series) will result in a second-degree violation. *

2.3: Second-Degree Violations

The team receiving the violation **MUST** take a set of **BACK-to-BACK** penalties off the opening face-off, resulting in a 5-on-3 powerplay for the other team at the start of the next scheduled game.

The League recommends having two skaters take a delay-of-game penalty (each) by dumping the puck over the boards in their own defensive zone.

Examples of second-degree violations:

- Playing an ineligible player in a win by the team committing the violation (the game is overturned)
- Late/no lines (second time in a series)
- Late/no stats (second time in a series)
- Late/no pictures of stats (second time in a series)

2.4: Third-Degree Violations

A player or manager receiving a third-degree violation will lose his game eligibility. Since a player can be scheduled for a **MAX** three games a series (two in the first six, and then game 7), depending on how many games a player has played will determine what game they are not eligible for.

In order to serve a game suspension, the team **MUST** schedule the player receiving the three degree violation, and then ECU that player for it to count as a game served.

These suspensions carry series to series and season to season.

Examples of third-degree violations:

- Playing an ineligible player in a loss by the team committing the violation.
- Late/no lines three or more times in a series.
- Late/no stats three or more times in a series.
- Late/no pictures of stats three or more times in a series.



- Failure to serve a first or second-degree violation punishment (the original punishment also needs to be served in the team's next game).

The League reserves the right to lengthen the suspension in situations not outlined above. The punishments will reflect past practices of this season. This includes, but is not limited to second tag issues.

Any in game violations will be the same *punishment as during the season*.

Section Three: League Playoff Format

OHL Playoff Format

In the first round of the playoffs, the first-place finisher plays the eighth-place finisher, the second-place finisher plays the seventh-place finisher, the third-place finisher plays the sixth-place finisher, and the fourth-place finisher plays the fifth-place finisher in each conference.

Teams are re-seeded within their conference after each round and the division winners are always ranked 1-2 within the conference as long as they progress.

WHL Playoff Format

In the first round of the playoffs, the first-place finisher plays the eighth-place finisher, the second-place finisher plays the seventh-place finisher, the third-place finisher plays the sixth-place finisher, and the fourth-place finisher plays the fifth-place finisher in each conference.

Teams are re-seeded within their conference after each round and the division winners are always ranked 1-2 within the conference as long as they progress.

QMJHL Playoff Format

In the first round of the playoffs, the first-place finisher plays the 16th-place finisher, the second-place finisher plays the 15th-place finisher, the third-place finisher plays the 14th-place finisher, and so on for all the matchups.

Teams are re-seeded within their conference after each round and the division winners are always ranked 1-2-3 within the conference as long as they progress.

Memorial Cup Format

Moving into this season, the Memorial Cup format will be a bit different. The Winners of the OHL, WHL, and QMJHL will be crowned as OHL Champions, WHL Champions, and QMJHL Champions. The Winners of the respective leagues will then be re-seeded 1-2-3 based on their Regular Season Records.

The 3 losing teams from the respective League Finals will be entered into a Marble race to determine a "4 seed/Host team" to see who will face the 1 seed in a Best of 7 Series in the Memorial Cup Semi-Finals. The two winners of the Memorial Cup Semi-Finals will face off the following week, in a Best of 7 Series for the Memorial Cup.



Cross-Play Memorial Cup Format (Optional)

The Winners of the Xbox Memorial Cup and PSN Memorial Cup will have the OPTION to face off in a Best of 7 Series the following week after their respective console Memorial Cup Finals to determine bragging rights as the Super Memorial Cup Champions.

Section Four: NCAA Playoff Format

Qualifying Teams for NCAA Playoffs

The Top 16 Teams from Xbox, and the Top 8 Teams from PSN will face off in the NCAA Playoffs. Teams will be matched up based on the Regular Season Standings.

In the first round of the playoffs, on Xbox, the first-place finisher plays the sixteenth-place finisher, the second-place finisher plays the fifteenth-place finisher, the third-place finisher plays the fourteenth-place finisher, and so on. Teams are re-seeded within their conference after each round.

In the first round of the playoffs, on PSN, the first-place finisher plays the eighth-place finisher, second plays seventh, third plays sixth and fourth plays fifth in each conference

In the first round of the playoffs on PSN, the first-place finisher plays the eighth-place finisher, the second-place finisher plays the seventh-place finisher, the third-place finisher plays the sixth-place finisher, and the fourth-place finisher plays the fifth-place finisher in each conference.

NCAA Playoff Game Times

In the NCAA, each series will be a Best of 5. The Series Game Times will be as follows:

- Sunday 8:45 PM - Game One
- Sunday 9:30 PM - Game Two
- Monday 8:45 PM - Game Three
- Monday 9:30 PM - Game Four *
- Tuesday 8:45 PM - Game Five *

Lines Deadlines

- The Away team **MUST** confirm their lines **at times listed below** to the scheduled game. If away team lines are not posted on time, it will result in a 1st Degree Violation.
- The Home team **MUST** post their line **at times listed below** . Failure to do so will result in a 1st Degree Violation.
- If the away team's lines **ARE NOT** posted prior to the Home Team's deadline for posting their lines, **the home team does not need to post their line up until after the game.**
- If the home team does **NOT** have their lines posted 30 minutes **PRIOR** to the game start (or not at all) , the away team is eligible to change their entire line up.

Deadlines for lines to be posted

- Games 1-5



- Away Team - 2 Hours Before Scheduled Game Time
- Home Team - 1 Hour Before Scheduled Game Time

Player Eligibility

All players on the NCAA Roster (except CHL Management) are eligible to play in the NCAA Playoffs, including RA V players.

Players and Goalies will only be able to play a **MAXIMUM** of 2 games in the first 4 games of the series. Players and Goalies will only be eligible to play a 3rd game if the series goes to Game 5.

There is **NO EXEMPTIONS** to play over the games limit of 2 in the first 4.

Position lock will again be dependent on team needs (CHL Management or NCAA Captain must send CHL Staff a Site PM showing that they have nobody available for the game at that position).