##  League Format and Registration

## Registration

- Registration dates are from July $1^{\text {st }}$ until August $10^{\text {th }}$.
- Fee is $\$ 5$ for goalies and forwards (all fees collected for the spring league will be honored).
- PAYMENT OPTIONS:

1. Cash or check in person to Lou Harvatin at Saturday pick-up games.
2. Check mailed to Lou Harvatin (message me for address)
3. PayPal (my PayPal email is louisjoseph3@gmail.com)

- ALL PAYMENTS MUST BE MADE BY AUGUST $10^{\text {TH }} \ldots$...NO EXCEPTIONS! If you do not have your money in at that time you will not be eligible to play.


## Drafting

- Captains will be selected prior to draft day. Draft order will be determined by number draw.
- This draft will be executed off-site at a yet to be determined location on or around August $17^{\text {th }}$.
- TRADES: one initiated trade per team is permitted. Trade must be approved by ALL captains. Trade deadline is before games begin on week 3.


## League Format

- League size will be 4 teams. Roster size will be 6 minimum ( 5 runners +1 goalie). Play format is 4 on $4+$ goalie + one or more substitutions.
- Regular season games will take place every Saturday beginning on 8/31 and concluding 10/18. RAIN DATE will be 9/28.
- Playoff best-of-three semi-final games will be played on Saturday $10 / 12$. Best-of-three league finals will be on Saturday 10/18.
- ALL DATES SUBJECT TO CHANGE! Team captains will be notified of any changes.


## Regular Season Format

- All teams play 9 regular season games (play each team 3 times).
- 4 games total per Saturday (each team plays twice) for 4 weeks. Only 2 games in week 5.
- Games are official at the conclusion of the $2^{\text {nd }}$ period in case game is called by inclement weather. (Clock will be stopped and team captains will be consulted to determine if game should be called)
- Captains will be notified if upcoming games will be cancelled. Notice will go out no later than 7pm on the Friday before the cancelled games.


## Playoff Format

- Seeds will be determined by points accrued during regular season (W=2, $\mathrm{T}=1, \mathrm{~L}=0$ ).

1. $1^{\text {st }}$ tiebreaker -H 2 H record
2. $2^{\text {nd }}$ tiebreaker - least goals against
3. $3^{\text {rd }}$ tiebreaker - most goals for
4. $4^{\text {th }}$ tiebreaker - coin toss

- Semi-finals: regular season seed 1 v . seed 4 , regular season seed 2 v . seed 3.
- Finals: winners of semi-finals. Seeding will be determined by the following:

1. $1^{\text {st }}$ Least goals against in playoff games
2. $2^{\text {nd }}$ Most goals for in playoff games
3. $3^{\text {rd }}$ Coin toss (if tied for $1^{\text {st }}$ and $2^{\text {nd }}$ tiebreakers)
