

LML Season Structure – Decision Topics

Торіс	Details	Decision
OMHA Restrictions for U11+	U9 – Pathways U11 – No head-to-head permitted U13-U18 – Head-to-head permitted only as final series with a max best-of-3	N/A – shared for informational purposes only
Team Submission	All centres must submit their team numbers and pre- seed recommendations by September 10. Adjustments no later than September 17 th . U7 by November 15.	APPROVED – 8/23 Confirm team submission date
Season Framework	Fall Season: Oct 2 to Dec 23 (11 weeks)	APPROVED – 8/23 Decide on season dates and structure
Season Framework	Winter Season / Playoffs: see slides 4 & 5 Note: Booking beyond March 31 subject to centre ice availability	APPROVED – 8/23 Decide on winter season and play-off structure for U11, U13, U15, U18
March Break	Proposed no league play March 11-17 (Shamrock voted March 9-15 with allowance for games)	APPROVED – 8/23 March Break to be 11-17 with teams able to play if both centres agree
Play-off Winners	What physical memento will be awarded to winner teams and what dictates a "winning" team	TO BE VOTED ON (LATER DATE) Prizes for each tier (1stv2nd) for Champions (hats) and Finalists (pucks)
U9 Year-end Tournament	U9 are not permitted to operate in any elimination play- off format; Recommendation to run a U9 league event	APPROVED – 8/23 Tournament scheduled for March 29/30/31 being run by a volunteer on behalf of LMLL
	(Note: style of event does not count towards Hockey Canada Pathways tournaments)	



Half-ice Season – Half-ice - Exact breakdown to be confirmed in September

Dates	League Structure1	Games	Ranking	Outcome
Oct 2 – Jan 14	XX teams divided into 2 geographical divisions with 2 pools in each	12 (where possible centres not to play themselves)	N/A – scoring not used	N/A

Full-Ice Season – Full-ice - Exact breakdown to be confirmed in September

Dates2	League Structure1	Games	Ranking	Outcome
Jan 15 – Mar 31	XX teams seeded into Tier 1 and Tier 2 divisions	12	Win % Head-to-head Goals For	N/A

Playoffs

Dates	League Structure	Games	Ranking	Outcome
N/A				

Note: U9 are not permitted to operate playoffs. An optional year-end league event will be proposed for the end of March. A lead will be designated by LMLL by October.

1League Structure: Teams within OneDB are considered sufficient to play two half-ice games at once; Team #'s pending final confirmation from centres Internal



General approach for the U11-U18 Season

- Pre-seeding approach to increase competitive playing environment (see below)
- Fall Season: 10 games running from October to Christmas
- Re-seeding and scheduling for Winter Season to occur during Christmas break
 - Bottom teams in Tier 1 and Top teams in Tier 2 will form a new middle Tier
 - Exceptional teams may to bumped from Tier 3 to Tier 1, or conversely from Tier 1 to Tier 3 at the discretion of LMLL board
- Winter Season: 7 games running Jan 2 Feb 18
- Playoffs: Feb 19 March 31

Pre-seeding Approach

- Based on historical results, there is a pre-determined skill level based on the representative+LL team structure within a centre
- Lower ages are more impacted by a few strong players
- LMLL will host a seeding vote by late September, 1 week after all teams are submitted
- Fall Season will include Tier 1 and Tier 3 divisions
- Winter Season will include Tier 1, 2, and 3 divisions
- General Ranking of teams
 - 1 Rep, 2+ LL
 - 0 Rep, 1+ LL
 - 1 Rep, 1AE, 2+ LL
 - 1 Rep, 1AE, 1LL

U11/U13/U15/U18 Season Structure

Fall Season – Exact breakdown to be confirmed in September

Dates1	League Structure2	Games	Ranking	Outcome
Oct 2 – Dec 23	U11 (##) Tier 1: ##/2, Tier 3:##/2 U13 (##) Tier 1: ##/2, Tier 3:##/2 U15 (##) Tier 1: ##/2, Tier 3:##/2 U16 (##) Tier 1: ##/2, Tier 3:##/2	Round-robin 10 games	Win % Head-to-Head Goals For	Each team ranked within division. New divisions created as Tier 1/2/3 with teams divided evenly between the 3 tiers while taking into consideration the results.

Winter Season – Exact breakdown to be confirmed in September

Dates1	League Structure	Games	Ranking	Outcome
Jan 2 – Feb 18	U11 Tier 1 (#), Tier 2 (#), Tier 3 (#) U13 Tier 1 (#), Tier 2 (#), Tier 3 (#) U15 Tier 1 (#), Tier 2 (#), Tier 3 (#) U18 Tier 1 (#), Tier 2 (#), Tier 3 (#)	Round-robin 7 games	Win % Head-to-Head Goals For	Each team ranked within tiers to create play-off match-ups



U11

- Playoffs: Feb 19 March 31 (Games can be booked into April with approval from the Statistician)
- Divide teams into A/B/C/D/etc ranked pools and play 8 games
- Optimal for scheduling, aligns with Pathways, and more competition with even skills teams for Playoffs
- Winners: 6 sets of hats and 6 sets of pucks

Dates1	League Structure2	Games	Ranking	Outcome
Feb 19 – Mar 31	PoolA – Tier1 – top teams PoolB – Tier1 – bottom teams PoolC – Tier2 – top teams PoolD – Tier2 – bottom teams PoolE – Tier3 – top teams PoolF – Tier3 – bottom teams	Round-robin 8 games	Win % Head-to-Head Goals For	Results based on ranking within each Pool



U13 – U18

- Playoff Round #1: Feb 19 March 10
- Playoff Round #2: March 18 March 31
- Games can be booked into April with approval from the Statistician
- Approach
 - Round 1: Divide teams into A/B/C/D/etc ranked pools and play 5-6 games
 - Round2: Ranked teams play best-of-3 finals for each position (i.e. 1v2 for first, 3v4 for third, etc)
- Winners: 6 sets of hats and 6 sets of pucks
- For awareness: if odd numbers in individual divisions then bottom will play the top of the lower division
- Potential Issue: lower numbers may create really small playoff divisions
- Potential Issue: Odd numbers will require a round-robin for the bottom 3 teams

Development Season	<u>Regular Season</u>	Playoffs #1	Playoffs #2
Tier 1	Tier 1	Tier 1.1	Example • Tier 1.1 <mark>1st vs 2nd</mark>
		Tier 1.2	 Tier 1.1 3rd vs 4th Tier 1.2 1st vs 2nd Tier 1.2 3rd vs 4th
	Tier 2	Tier 2.1	 Tier 2.1 1st vs 2nd Tier 2.1 3rd vs 4th Tier 2.2 1st vs 2nd
Tier 3		Tier 2.2	 Tier 2.2 3rd vs 4th Tier 3.1 1st vs 2nd
	Tier 3	Tier 3.1	 Tier 3.1 3rd vs 4th Tier 3.2 1st vs 2nd Tier 3.2 3rd vs 4th
		Tier 3.2	• Tier 3.2 5 th vs 6 th



Playoffs – Round 1 – Exact breakdown to be confirmed in September

Dates	League Structure	Games	Ranking	Outcome
Feb 19 – March 10	U13 PoolA: Tier1 – top teams PoolB: Tier1 – bottom teams PoolC: Tier2 – top teams PoolD: Tier2 – bottom teams PoolE: Tier3 – top teams PoolF: Tier3 – bottom teams U15 PoolA: Tier1 – top teams PoolB: Tier1 – bottom teams PoolC: Tier2 – top teams PoolC: Tier3 – top teams PoolF: Tier3 – top teams PoolF: Tier3 – bottom teams U18 PoolA: Tier1 – top teams PoolB: Tier1 – top teams PoolB: Tier1 – top teams PoolB: Tier2 – top teams PoolB: Tier1 – top teams PoolB: Tier1 – bottom teams PoolC: Tier2 – top teams PoolC: Tier2 – top teams PoolC: Tier3 – top teams PoolD: Tier3 – top teams PoolF: Tier3 – top teams	Round-robin 6 games	Win % Head-to-Head Goals For	Results based on ranking within each Pool. Each pool ranked above the following pool (i.e. last in PoolB is above first in PoolC)



Playoffs – Round 2 - Exact breakdown to be confirmed in September

Dates	League Structure	Games	Outcome
March 18 – March 31	All leagues ordered sequential order 1v2, 3v4, 5v6, etc. Bottom of a Tier may play the Top of the lower Tier. Exception for bottom teams as noted below in the event of an odd number of teams within an age bracket.	Best of 3 (4pt series) Higher ranked team has home ice advantage Preference is to play games at alternating venues unless scheduling is a challenge Higher ranked team may agree to give up home ice advantage if ice availability is an issue	Series winner
	U13/U18 – bottom 3 teams play home-and- home with each other	Round-robin with 3 teams	Rankings based on win%, head-to-head-, and finally Goals For