



## HOCKEY LEAGUE – PLAY-OFF FORMAT

When teams in any Tier or Division involved in a Play-off series, are tied at the end of regulation time in a game where the outcome is required to determine the series winner, the Tie-breaker procedure will be as follows: ***There are no Ties allowed in Round Robin Play.***

1. Overtime will consist of a 5 MINUTE stop time period, sudden victory. Teams play with a full compliment of players on the ice. (5 players plus a goaltender or 6 skaters) All Penalties remain in effect. Teams do not change ends.
2. If the score remains tied, there will be a shoot-out. Home team decides which team shoots first. Each team alternates shots through 3 players. If still tied, teams will alternate 1 player at a time until a winner is decided.
3. No player may shoot a second time until all players have shot at least once.
4. Players who still have time remaining on penalties at the end of the overtime period must remain on the penalty bench until the completion of the shoot-out and are not allowed to participate in the shoot-out. This includes misconducts. **No** player who has been ejected from the game due to penalty or stick infractions may participate in the shoot-out.
5. Teams must use a Goaltender to defend during the shoot-out.
6. Scorekeepers will note on the score-sheet the number of each player who participates in the shoot-out and indicate whether the shot was successful or not.
7. A copy of the overtime and shoot-out format will be posted in the Officials dressing room (Referee's room) and a copy must be available at the scorekeepers bench. (Penalty box) Attaching it to the scorebook is acceptable.
8. Failure to comply with the Overtime and Shoot-out rules may result in Forfeiture and coaches may be liable for further sanctions or suspensions.
9. **PLAY-OFF ROUND ROBIN STANDINGS TIEBREAKER**

When teams in any Tier or Division are tied for points in the Final (Official) standings of a play-off round robin series, the Tie-breaker procedure will be the same as for the regular season