

Overtime Playoff rules

MID AAA, Mid AAA Minor and Ban AAA: Rule 10.16. (CHA Handbook) Tied Game

- A) If at the end of the three regulation twenty-minute periods the score is tied, the following shall take place:
1. If the referee feels it is necessary, he may order the ice to be cleaned at the end of the three regulation periods. If the ice is not resurfaced, the teams will **not** change ends.
 2. The puck shall be faced-off at centre ice and the play shall continue with a ten-minute sudden victory overtime period.
 3. If the score is still tied after the sudden victory 10 minute period, the teams would take the normal between period break and return to play 20 minute sudden victory periods. The teams will now change ends.
- B) Any overtime period shall be considered part of the game and all Unexpired penalties shall remain in force.
- C) If either team declines to play in the necessary overtime period or periods, The game shall be declared a loss for that team.

REM MID AA and MID AA Minor:

Overtime will consist of (1) one (5) Five minute period sudden victory (no scrape after (3) third period).

If the game is still tied after the completion of over-time, a shoot- out will commence. Prior to the commencement of over-time (5) five players shall be named for the shoot-out.

If after the (5) five players have taken their turn and it is still tied, it becomes sudden victory. The first goal to take the lead wins the game. Each team must use the same number of shooters, if team A only has 17 players then team B only gets to use 17 players as well. If one team goes through their line-up, then both teams shall start with their original (5) five.

Series deciding games – 10 minutes sudden death with no flood, then flood and 20 minutes sudden death and on and on.

All games will be played to completion.

Ban AA: EMHA

The first team to reach 4 points wins series. If after the final game both teams are tied in points there will be an Overtime period.

Please follow Rule 10.16 as per (CHA Handbook) Tied Game see above