



## **Arizona Amateur Hockey Association**

### **2012 State Championships Overtime Guidelines and Tie Breaking Rules**

#### **Preliminary Round - All Games Played to a Winner:**

If the game is tied following regulation play, one five-minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a three (3) minute rest period. The teams shall remain on the ice and shall not change ends. **If no goal is scored during the sudden death overtime period there shall be a shootout.** The winner of the shootout will be credited with one additional goal in the final score.

#### **a. Preliminary Round Shootout**

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice as to whether his/her team will shoot first or second.

##### **The Home Team shall call the coin toss.**

- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- The shootout procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the five-man shootout the score is still tied, there will be a sudden death shootout.

#### **Overtime for Semi-Final & Championship Games**

1. The game shall be continued to determine a winner.
2. At the completion of the third period, there shall be a five (5) minute rest period before the start of the first overtime session.
3. All overtimes shall be ten (10) minutes in length and sudden death. Teams shall not switch ends throughout overtime periods, therefore teams will play in the same end from which they played during the third period until a winner is determined.
4. At the completion of the first overtime, if the teams are still tied, the teams shall leave the ice and the ice shall be resurfaced. A second overtime period shall begin immediately following the ice resurfacing.
5. Following the second overtime, there shall be a five (5) minute rest period prior to the start of the third overtime.
6. If the teams remain tied at the completion of the third overtime period, the teams shall leave the ice and the ice shall be resurfaced.
7. Thereafter, the foregoing process in items 1-6 shall be repeated until such time as a winner is determined by the competition.

#### **b. Preliminary Round Sudden Death Shootout**

The sudden death shootout will be conducted as follows:

- A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in the sudden death shootout, whether or not they shot in the previous round.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to be one of the players selected to participate in any portion of the shootout procedure(s).
- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

## Tie Breaking Rules to Determine Standings

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1. (If all tied teams have **not** played each other, then proceed to step 2. Note: a team may go into the tiebreaking process having defeated another of the tied teams and still not advance).

**1.** The results of the **head-to-head** games played between the teams tied in the following order:

**a. Standings**

**b. Most wins**

**c. Differential** - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.

**d. Quotient** - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for".

**e. Most Periods Won** - In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in order of the highest point total.

**f. Quickest first goal** — The team that scored the quickest goal in their applicable preliminary round games shall ranked highest.

**2.** If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of **all** the games played by the teams tied in the following order.

**a. Most wins**

**b. Differential** - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.

**c. Quotient** - Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for".

**d. Most Periods Won** - In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in order of the highest point total.

**e. Quickest first goal** — The team that scored the quickest goal in their applicable preliminary round games shall ranked highest.

**3.** If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

Note: Forfeits - If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1 - 0 victories for the non-offending team.