**REFERENCE INFORMATION**

**MAHA STATE PLAYOFFS: PERIODS, OVERTIME, RESURFACING REQUIREMENTS**

* 1. Time of Periods
     1. Length of periods and time of penalties.

Ad. Elite & Ad. US 3-20 min. stopped; 2-5-10

Ad. Non-Chk Over 60, 50, 40, 30 3-10 min. stopped; 2-5-10

Ad. Non-Chk Tier I & Ov. 30 (El.) 3-13 min. stopped; 2-5-10

Ad. Non-Chk Tier II & III 3-10 min. stopped; 2-5-10

Non-Var. High School Div. 1 & 2 3-17 min. stopped; 2-5-10

Youth 18<u BB; Girl’s Rec. 19<u 3-15 min. stopped; 2-5-10

Youth 18<u; Girl’s 19<u 3-17 min. stopped; 2-5-10

Tier I & Tier II divisions

Youth 16<u B; Girl’s Rec. 16<u 3-15 min. stopped; 2-5-10

Youth & Girl’s16<u 3-17 min. stopped; 2-5-10

Tier I & Tier II (A) divisions

Youth 14<u B&A; Girl’s Rec. 14<u: 3-15 min. stopped; 2-5-10

Tier I & Tier II divisions 3-16 min. stopped; 2-5-10

Youth 12<u; Girl’s 12<u 3-15 min. stopped; 2-5-10

Youth 10<u; Girl’s 10<u 3-12 min. stopped; 2-5-10

Women's Divisions 3-15 min. stopped; 2-5-10

* + 1. Resurfacing
       1. For all Tier I and Tier II **category** Bantam and above, Girl’s Tier 1 and Tier 2 **category** 14<u and above, Bantam A, Midget B and BB Youth Classifications, Non-Varsity High School and Women’s A, B and C the ice shall be resurfaced before the start of each game and every two periods.
       2. In all other classifications, the ice shall be resurfaced before each game and after every three periods.
    2. Overtime – Squirt B, A & AA; Pee Wee B, A, Tier I and Tier II; Bantam B & A, Midget B & BB; Girl’s Rec; Girl’s 10<u & 12<u Tier I & Tier 2 **category**; Division 1 & 2 Non-Varsity High School Classifications and non-National bound Adult **Classifications.**
       1. No overtime is to be played in round-robin games.
    3. Overtime –Bantam and Midget Tier I & Tier II, Girls/Women’s National bound **Category**
       1. Preliminary Round: All Games Played to a Winner

If the game is tied following regulation play, one 5 minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a 3 minute rest period. The teams will remain on the ice. The teams will not change ends. If the score is tied at the end of the 5 minute sudden death overtime period, there shall be a shoot-out. The winner of the shoot-out will be credited with one additional goal in the final score.

Winner in regulation time - 3 points

Winner in overtime or shoot-out - 2 points

Loser in overtime or shoot-out - 1 point

Loser in regulation - 0 points

If no goal is scored in the overtime period, there will be a shoot-out.

The shoot-out will be conducted as follows:

* + - * 1. A shoot-out is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
        2. 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 whether his/her team will shoot first or second.
        3. All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out.
        4. Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shoot-out procedures is not eligible to be one of the players selected to participate in any portion of the shoot-out procedure(s).
        5. The shoot-out procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
        6. The goalkeepers from each team may be changed after each shot.
        7. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
        8. If after the shoot-out, the shoot-out score is still tied, there will be a sudden death shoot-out.

Sudden Death Shoot-Out:

The sudden death shoot-out will be conducted as follows:

* + - * 1. A sudden death shoot-out is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shoot-out.
        2. Teams will select their shooters to participate in sudden death shoot-out, whether or not they shot in the previous round.
        3. All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out.
        4. Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shoot-out procedures is not eligible to be one of the players selected to participate in any portion of the shoot-out procedure(s).
        5. Players in a sudden death shoot-out shall not be allowed to take another shot until four additional shooters have completed their attempts.
        6. The goalkeepers from each team may be changed after each shot.
        7. The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.
      1. Championship Round Games
         1. The game shall be continued to determine a winner.
         2. At the completion of the third period, there shall be a three (3) 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 three (3) minute rest period prior to the start of the third overtime session
         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.
    1. Overtime Periods

Classifications Length of Periods

Ad. Elite & Ad. US 10 min. stopped

Ad. Non-Chk Ov. 60, 50, 40, 30 10 min. stopped

Ad. Non-Chk Tier I & Ov. 30 (El.) 13 min. stopped

Ad. Non-Chk Tier II & III 10 min. stopped

Non-Var. High School Div. 1&2 10 min. stopped

Youth-eighteen (18) or under\* 10 min. stopped

Youth-sixteen (16) or under\* 10 min. stopped

Youth-fourteen (14) or under\* 10 min. stopped

Youth-twelve (12) or under\* 10 min. stopped

Youth-ten (10) or under 6 min. stopped

Girl’s-twelve (12) or under\* 10 min. stopped

Girl’s-fourteen (14) or under\* 10 min. stopped

Girl’s-sixteen (16) or under\* 10 min. stopped

Girl’s-nineteen (19) or under\* 10 min. stopped

Women's Divisions\* 10 min. stopped

* + - 1. \* National Bound Youth & Women’s divisions & Non-Varsity High School play one (5) minute overtime in preliminary round games.