

Crystal Lake South Gator CUP

Overtime and Tie Breaking Rules

Overtime

- During the first two games for each team, a game that is tied at the end of three periods is considered complete.
- In the event of a tie in subsequent games, the teams are not to leave the ice. There will be a 3 Man shoot out. If the game is still tied, there will be a sudden death shootout until a winner is determined.
- In the championship game for the Gator Cup (at both JV and Varsity) there will be a five (5) minute sudden death overtime period. If the game is still tied we will go to a 3 man shoot out, followed by a sudden death shootout if necessary to determine a winner.
- **Note, all penalties will carry over from the original game to the overtime.**

Shootout Rules: The Home team decides who shoots first. Coaches must determine their 3 shooters (in order) prior to the first shooter. If the shootout goes to sudden death, the players in the initial shootout **cannot** shoot until all players on the score sheet have shot (excluding goalies or if a player has left the game due to injury or disqualification). **Any player in the penalty box at the time of the shootout is not eligible to shoot.**

Tie Breaking Rules

In the two seeding round games, TWO (2) POINTS SHALL BE EARNED FOR A WIN, ONE (1) POINT SHALL BE EARNED FOR A TIE AND ZERO (0) POINTS SHALL BE EARNED FOR A LOSS.

The order of final position after the seeding rounds shall be completed on a position by position analysis beginning with first place. In the event of a tie, the tie breaking formula as stated below shall be used.

1. **MOST POINTS**
2. **HEAD TO HEAD** (This breaks ties based on the record (or points, if points are used) against the teams tied with. For example if 3 teams have the same overall record at 4-2 and all 3 of the teams played each other an equal number of times and one teams record against the other two was 2-0 and another was 1-1 and the other was 0-2. This tie breaker would order them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used.)
3. **HEAD TO HEAD TWO TEAMS ONLY** (This is the same as the head to head tie breaker, except this one will only be used if only two teams are tied. If there are three teams tied (even if they all played each other), this tie breaker will be ignored.)

4. **GOAL DIFFERENTIAL.** (The differential tie breaker determines the total difference between a teams score versus their opponents. The largest differential wins the tie breaker.

NOTE: The maximum surplus per game is seven (7) goals.

5. **GOALS ALLOWED.** (The total of a teams opponents score. Smallest total win the tie breaker.)

6. **GOALS SCORED.** (The total of a teams scores. Higher total wins tie breaker.)

7. If a tie still exists after applying the above, the order of finish shall be as follows:
 - a. Least Penalty Minutes
 - b. Quickest goal scored in game vs common opponents
 - c. Coin Toss with the two (2) tied teams or random drawing with (3) tied teams.

THE DECISION OF THE TOURNAMENT IS FINAL.

In the event of a three way tie, the order of finish will be based on tie breakers as stated above.

