



**Ohio High School Athletic Association**

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**To:** Ice Hockey AD's, Coaches, Officials, Tournament Managers  
**From:** Steve Neil, Assistant Commissioner  
**Date:** September 22, 2014  
**Re:** 2014-15 District and State Finals Overtime Rules & Procedures

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Attached are the Overtime Rules, Player Shootout Eligibility and Procedures, approved by the OHSAA Board of Directors on June 5<sup>th</sup> 2014 to be used starting with the 2015 Ice Hockey District and State Finals Tournament.

**Overtime Summary** – If a contest is tied after regulation play, the following shall apply: There shall be a maximum of five 8-minute overtimes, with any goal resulting in sudden victory for the team that scores. The first overtime shall consist of all five skaters per team, while overtimes two through five shall consist of four skaters per team. Should the contest remain tied after the fifth overtime, a shootout will take place to determine a winning team.

National Federation playing rules for the sport of hockey provide the following **NOTE\*** relative to overtime play:

**NOTE:** All games may be played under overtime policies adopted by the state high school association.

Accordingly, the OHSAA adopts the following overtime rules that shall govern play if the game is tied at the conclusion of regulation. Unless otherwise noted in these Overtime Rules, NFHS playing rules for the sport of hockey shall be in effect during all overtime periods.

**Overtimes/Shootout Ice Cuts and Changing Ends**

The ice shall only be cut, after the 1<sup>st</sup>, and 3<sup>rd</sup> Overtimes. Officials may order additional ice cuts in the event the ice is unplayable per NFHS Rule 6-39, Article 2. Teams will change ends after each period, during regulation and after all Overtimes.

**Length of Periods and First Goal (Sudden Victory)**

In all overtimes, the scoring of a goal concludes the contest and the scoring team is the winner.

### Number of Players

Play during the 2<sup>nd</sup> and following overtimes shall consist of 4 skaters per team, with penalties assessed in normal fashion. When a penalty is assessed, the teams shall play 4-on-3. When a team already playing with 3 skaters is assessed an additional penalty/penalties, the non-offending team shall be permitted to add an additional skater (maximum of 5 skaters per team) per each penalty until such time as each penalty expires, at which point the additional skater shall leave the ice at the next stoppage of play. No team shall ever have less than 3 or more than 5 skaters on the ice (unless removing its goalie).

**1<sup>st</sup> OT** – 8:00 Minutes of play. 3:00 Minute Intermission prior to start of OT. Teams Change Ends of ice. 5 skaters per team. If still tied, 15:00 Minute Ice Cut prior to start of 2<sup>nd</sup> OT.

**2<sup>nd</sup> OT** – 8:00 Minutes of play. Teams Change Ends of ice. 4 skaters per team (4 on 4, subject to remaining penalty minutes from previous period and the Number of Players rules set forth above). If still tied, 3:00 Minute Intermission before start of 3<sup>rd</sup> overtime.

**3<sup>rd</sup> OT** – 8:00 Minutes of play. Teams Change Ends of ice. 4 skaters per team (4 on 4, subject to remaining penalty minutes from previous period and the Number of Players rules set forth above). If still tied, 15:00 Minute Ice Cut before start of 4<sup>th</sup> OT.

**4<sup>th</sup> OT** – 8:00 Minutes of play. Teams Change Ends of ice. 4 skaters per team (4 on 4, subject to remaining penalty minutes from previous period and the Number of Players rules set forth above). If still tied 3:00 Minute Intermission prior to start of 5<sup>th</sup> OT.

**5<sup>th</sup> OT** – 8:00 Minutes of play. Teams Change Ends of ice. 4 skaters per team (4 on 4, subject to remaining penalty minutes from previous period and the Number of Players rules set forth above). **If still tied, SHOOTOUT.** 3:00 Minute Intermission prior to start of Shootout.

### PLAYER SHOOTOUT PROCEDURES

- The teams will not change ends for the shootout.
- The visiting team will shoot first. The teams shall alternate shots. Three (3) players from each team shall participate in the shootout.
- All players are eligible to participate in the shootout unless they are serving a minor penalty, a major penalty, a ten- minute misconduct or have been assessed a game disqualification penalty.
- Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "Sudden Victory" format until one team scores, and the other team fails to score.
- Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
- If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that Team.

### Player Shootout Eligibility

Rules governing the shootout shall be the same as listed under NFHS Rule 4-5 Section 7 - Penalty Shot.

#### Player Shootout Eligibility:

- At the beginning of the shootout, the head official shall count the number of eligible shooters (non-goalies) on each bench (excluding injured players or players serving penalties).
- The head official and the official scorekeeper shall be responsible for recording, using player's uniform numbers, and which players participate in the shootout.
- When the teams have the same number of shooters, no player may shoot a second time until all other players on that team have shot once. The same rule shall apply throughout all subsequent rounds of any shootout.
- When the teams have a different number of shooters, no player may shoot twice until the team with the lesser number of players has used all of its players in the shootout. At that point, both teams may use players who have already shot, or the team with the larger roster may use players who have not yet shot. This process shall continue until the team with the lesser number of players has had all players shoot a second (2<sup>nd</sup>) time, at which point the process shall repeat. *(For example: Team A has 15 eligible shooters. Team B has 20 eligible shooters. When Team A has used all 15 of its shooters, Team A may start over and select any of its 15 shooters to shoot. Team B may likewise use a player who has already shot, or may use any of the 5 players who did not shoot in the first round.)*
- The goal of this rule is that no player may shoot a subsequent time until all other players on that team have also shot, and the team with larger roster shall be permitted to use "repeat shooters" at the same time as the team with the smaller roster.