



Mite X-Ice Playoff Rules & Procedures

No Timeouts

In Case of Injury

1. Timekeeper will ring the buzzer
2. Play will be halted in both games
3. Clock will be stopped until play commences

Overtime/Shootout Procedure

In the event of a tied game at the end of regulation time the following format will be used to determine a winner.

- 1. Sudden Death 6 Minute Overtime (Running Time)**
 - a. teams will play a 6 minute running time Sudden Death - Overtime Period
- 2. If Game is still Tied – 3 Player Shootout**
 - a. Each Coach will identify 3 shooters on the game sheet
 - b. All 3 players from each team will shoot
 - c. Team with the most goals wins
- 3. If Game is still Tied – 2 Player Shootout**
 - a. Each Coach will cross off 1 player from the original list of 3 shooters
 - b. The remaining 2 shooters from each team will shoot
 - c. Team with the most goals wins
- 4. If Game is still Tied – 1 Player Shootout**
 - a. Each Coach will cross off 1 player from the list of 2 shooters
 - b. The remaining 1 shooter from each team will shoot
 - c. If neither or both teams score, repeat the process with the same 1 shooter from each team until 1 team scores and 1 team does not.