



Playoff Rules & Procedures

NO Running Time

There are NO running time situations in the VHL Playoff Round. **(UNLESS BOTH COACHES AGREE BASED ON SCORE DIFFERENTIAL)**

Time Outs

Each team will be allotted one 30 second time out. This time-out can be used during regulation time or the overtime period only. (Not in shootout)

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) **One 5 Minute – Stopped Time 3 on 3 Sudden Victory Period.** Format is 3 on 3 plus goalies (similar to the NHL). If a penalty is taken, teams play 4 on 3. If a 2nd penalty is taken before the first penalty expires, the on-ice strength will be 5 on 3. At no time will a team have fewer than 3 skaters on the ice during the OT period.
- 2) **Five Player Shootout** – Alternating shots – Home team will shoot first in the shootout. Coaches are to determine the 5 players and Goaltender. Write the numbers on the back of the game sheet. (Penalty Shot rules apply.) (Players serving penalties that have not been completely served, before the end of the overtime period, are not eligible to participate in the shootout.) – If still tied, move to next step.
- 3) **Four Player Shootout** – Alternating Shots- Remove one player from the previous shootout. If one team is ahead after completion of all four shooters, from both teams, they are the winner. – If still tied, move to next step.
- 4) **Three Player Shootout** – Alternating Shots- Remove one player from the previous shootout. If one team is ahead after completion of all three shooters, from both teams, they are the winner. – If still tied, move to next step.
- 5) **Two Player Shootout** -Alternating Shots – Remove one player from the previous shootout. If one team is ahead after completion of the two shooters, from both teams, they are the winner. – If still tied, move to next step.
- 6) **One Player Shootout** – Alternating shots – until a winner has been determined. No changes can be made to this shooter.