

Tie Breaking Procedures – Final Games (Overtime)

Final Games are Overtime

There will be no overtime in Novice – games will be permitted to end in a tie.

- (a) To commence overtime, each team will place five players (For example, in the first overtime each team is permitted 5 players – this may be 5 skaters and no goaltender or 4 skaters and a goaltender. The goaltender may be replaced by a skater at any time.) The teams will not change ends for the overtime period, and the time clock will be set for two minutes. ALL OVERTIME PERIODS WILL BE STOP TIME. Teams may change on the fly at any time. Goaltenders may be removed at any time during overtime and replaced with another skater.
- (b) At the end of each two (2) minute increment, the horn will sound and both teams will remove one player from the ice. This process will continue until each team is reduced to three players (For example, in the second overtime each team is permitted 4 players – this may be 4 skaters and no goaltender or 3 skaters and a goaltender. The goaltender may be replaced by a skater at any time.)

Once each team has been reduced to three players (For example, in the third overtime each team is permitted 3 players – this may be 3 skaters and no goaltender or 2 skaters and a goaltender). The goaltender may be replaced by a skater at any time.) the clock will be set for a six (6) minute period and play will continue.

- (c) If the six-minute period has expired and the game remains tied, a further ten (10) minute period will be played (with 3 players – this may be 3 skaters and no goaltender or 2 skaters and a goaltender).
- (d) If a game is still tied at the end of the maximum permit time (regulation time plus the overtime as permitted by Hockey Calgary plus any extra time allowed by the arena staff) a subsequent “overtime only” game will be scheduled by Hockey Calgary In the “overtime game” the teams will begin the overtime format from the beginning (a two minute period playing 5 players on 5 (including the goaltender) as described above) until a goal is scored. The President or Vice President may revise this format prior to the “overtime game” being scheduled.
- (e) The face off will occur at center ice at the beginning of each overtime period.



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Penalties During Playoff Overtime

- (a) Penalties incurred in regulation time and not completely served will carry forward into overtime, and will be completed in overtime unless the game is ended.
- (b) A “time” penalty call in any of the overtime periods will result in a penalty shot(s) being awarded to the non-offending team for each time penalty called. A “time” penalty is defined as a two (2) minute minor, five (5) minute major penalty and/or a five (5) minute match penalty where a player(s) would make his/her team short handed. If a 10 minute misconduct, game misconduct or gross misconduct penalty is called without an associated “time” penalty, the player will either sit in the penalty box (in the case of a 10 minute misconduct) or leave the ice and retire to the dressing room (in the case a Match penalty, Game Misconduct or Gross Misconduct).
- (c) If both teams receive a time penalty or penalties on the same stoppage of play then each team will take a penalty shot(s) with the home team shooting first. In the case of multiple penalties being assessed to both teams, a penalty shot will be awarded to the non-offending team for each time penalty called against the offending team. The teams will shoot one shot each until all time penalties have been accounted for. If the teams are still tied after all penalty shots have been taken, overtime will continue.
- (d) Players who have been assessed a “time” penalty in overtime will not serve the time duration of their penalty. If however, the penalty they incur carries a game misconduct or game ejection they must leave the ice surface and retire to the dressing room for the remainder of the game.
- (e) The player who has been fouled will take the penalty shot unless he/she has been injured. If the fouled player is injured or if the referee cannot determine a specific fouled player, any eligible player on the non-offending team may take the penalty shot.
- (f) Any player who is ejected from a play-off game is not eligible to participate in the overtime periods of the play-off game or in the “overtime only” game as described in [Community Rule 23](#) above, if required.
- (g) The “overtime only” game is considered a continuation of the original play-off game and does not count on its own as a game for the purposes of suspensions served.



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