



## ***Mite X-Ice Playoff Rules & Procedures***

### **No Timeouts**

### **In Case of Injury**

In case of an injury that requires player being tended to by coach:

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.