



MHSAA Regular Season Overtime Options

Option #1 - For a regular season single game, one sudden victory overtime period of a maximum 8 minutes in length. Teams shall change ends after regulation. If no goals are scored in the OT period the game ends in a tie. By prior mutual agreement, a league or conference may elect to not play OT. If there is no prior league/conference agreement to not play OT, a game tied at the end of regulation shall have one sudden victory OT period, maximum 8 minutes in length. This is MHSAA default rule for all regular season single games-- one 8-minute OT period. If there is no league or conference agreement (or in non-conference games a prior agreement) to **not** play OT, then one 8-minute OT period shall be played.

Option #2 - Regular season tournaments involving four or more teams played on days not followed by a school day (weekend tournament/holiday tournament), may use any number of overtime periods up to 8 minutes in length to determine a winner. Teams shall change ends after regulation, as well as each subsequent overtime period. MHSAA Tournament games will use 8 minute sudden victory overtime periods to determine a winner in all games.

Option #3 - A shootout may be conducted at the end of the regulation time in conference games by prior league/conference adoption or by pregame mutual consent of both teams in non-conference games as follows:

- At the end of regulation, the head official will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
- The other two officials will request a list of three shooters from each coach.
- The head official will meet at center ice with the captains to explain the protocol during the two-minute period.
- The goalkeepers remain in the same ends as the third period.
- The home team has the option of shooting first or defending first in round one. Teams will have their three shooters alternate shots. The shootout ends if a team scores more times than the opponent does. (1-0, 2-1, 3-2) Each team has an equal number of chances to shoot before a winner is declared.
- If the shootout remains tied at the end of the first round, each coach will select a different shooter than the first three shooters, this time in a sudden victory situation. Neither team may use a repeat shooter until each skater on the smallest team's roster has shot. For example, if Team A has 17 skaters but Team B has only 12 skaters, both may use repeat shooters on the 13th penalty shot but not before.
- No goalie substitutions are allowed once the shootout begins with the exception of injury or penalty.
- Penalized players are excluded and must remain in the penalty bench.

Option #4 - By prior written MHSAA approval, MHSAA shootout procedures can be used to break a tie if the total goals are tied at the end of a two-game series.

Option #5 - By prior league or conference adoption or by pregame mutual consent in non-conference games, after one scoreless overtime period of a maximum 8 minutes in length, the MHSAA Tournament OT procedure of 4 on 4 periods may be used to break a tie. Teams shall change ends after regulation and each subsequent overtime period.

Note: If there is no league or conference adoption to use shootouts, to not play OT, or to use the MHSAA Tournament rule, then the default procedure for regular season games is one 8-minute OT sudden victory period.