

MHSAA Ice Hockey Overtime Procedures

Regular Season & Postseason

Regular Season

If no league/conference agreement exists, the default is one 8-minute sudden victory OT period.

1 Single Game Default

One sudden victory OT period, max 8 minutes. Teams change ends after regulation. Game ends in a tie if no goals scored. MHSAA default rule.

2 Regular Season Tournaments

Tournaments of 4+ teams on non-school days may use any number of 8-min OT periods. Teams change ends after regulation and each OT period.

3 Shootout – Conference / Mutual Consent

By league/conference adoption or pregame mutual consent:

- Head official puts 2 min on clock; officials collect 3 shooters per team.
- Home team chooses to shoot or defend first. Shootout ends when one team leads after equal shots.
- If tied, coaches pick a new shooter each round. No repeats until smaller roster is exhausted.
- No goalie subs once started (injury/penalty excepted). Penalized players excluded.

4 Two-Game Series Tiebreaker

By prior written MHSAA approval, shootout procedures break a tie if total goals are equal at end of a two-game series.

5 4-on-4 Extended OT

By conference adoption or mutual consent, after one scoreless 8-min OT period, the MHSAA Postseason 4-on-4 OT procedure may be used.

Note: Default for all regular season games is one 8-minute OT sudden victory period unless a league/conference agreement states otherwise.

Postseason

Sudden victory OT begins with up to four 8-min periods; 4-on-4 periods follow until a winner is determined.

Overtime Procedures

- At end of regulation, teams go to locker room. Ice is resurfaced before OT begins.
- OT period is eight minutes, sudden victory.
- Change goals for the first OT period and each subsequent period.
- If tied after OT 1, a two-minute rest (teams at bench), change goals, then OT 2.
- Ice resurfaced after every two OT periods. Teams may return to locker rooms.
- After four OT periods, all subsequent periods are 4-on-4 until a winner is found. Carry-over penalties apply. If a 4-on-4 period opens with a team down two players, advantage is 5-on-3 until penalties expire. (Teams cannot play below 3 skaters + goalkeeper.)

Goal Differential Rule (Mercy Rule)

- Running clock used when a team leads by eight or more goals in the first or second period.
- Game is terminated after two periods or anytime in the third when the lead reaches eight goals.
- If the differential drops below eight in the first or second period, regular time resumes.
- The rule is not optional, nor shall it be modified.

Note: After four OT periods, all subsequent periods are 4-on-4 sudden victory until a winner is determined.