**TOURNAMENT OVERTIME SHEET**

Stoney Creek Minor Hockey Tournaments

Team Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Division:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
|  | **Player #** | **Player Name** |
| 3 on 3  (1 minute) |  |  |
|  |  |
|  |  |
| 3 on 3  (1 minute) |  |  |
|  |  |
|  |  |
| 1 on 1 (1 minute) |  |  |
| 1 on 1 (1 minute) |  |  |
| Penalty Shooter #1 |  |  |
| Penalty Shooter #2 |  |  |
| Penalty Shooter #3 |  |  |
| Penalty Shooter #4 |  |  |
| Penalty Shooter #5 |  |  |
| Penalty Shooter #6 |  |  |
| Penalty Shooter #7 |  |  |
| Penalty Shooter #8 |  |  |
| Penalty Shooter #9 |  |  |
| (return to top of list, continue to follow rule # 6) | | |

**Overtime Rules**

1. Sudden death, first goal wins.
2. Each overtime segment is 1 minute in length.
3. No player substitutions during overtime, except in the event of injury. The next player on the list is the first substitute.
4. The number of players which a team must include on their overtime list is determined by the roster with the fewest skaters to begin the game.
5. Goalies must remain on ice at all times, except for a delayed penalty call.
6. No player may play a second shift (or penalty shot), until every player has played one shift (or penalty shot). No player may play a third shift until each player has played two shifts, etc.
7. In the event of injury or suspension, every player moves up one position on the list. (ie. follow the list in the order it is written, returning to the top of the list if necessary)
8. Penalties
   * + - 1. Penalties incurred during regulation time expire at the end of regulation. Any player serving a major penalty which does not expire before the end of regulation time will be moved to the bottom of the overtime list.
         2. Minor penalties are 30 seconds in length. Major penalties will result in the player being removed from the game.
         3. penalties incurred during first 3 on 3 will be served in their entirety. At the conclusion of overtime segment 1 a player playing in the next segment will replace the player in the penalty box to serve the remainder of the penalty.
         4. penalties incurred during the second 3 on 3 segment will expire at the end of that segment.
         5. penalties incurred during the 1 on 1 will result in a penalty shot.

9. Games tied following the second 1 on 1 overtime segment will be resolved with penalty shots. Sudden Death. Both teams shoot simultaneously. Teams must send shooters in the order presented on the list, returning to the top of the list if necessary.