

2023 SOUTHEASTERN DISTRICT GAME TIMING AND TIED GAME PROCEDURES

Division	Warm-up, Ice Cut and Period Lengths						RR-Tied Game		Champ-Tied Game		Penalty Length		
	Warm-Up	1st	Ice Cut	2nd	Ice Cut	3rd	Ice Cut	OT	Ice Cut	OT	Minor	Major	Miscod.
Youth Tier I - 14U	5	16	No (2 min)	16	Yes (12 min)	16	No (2 min)	5	No (2 min)	16	1.5	4	8
Youth Tier I - 150	5	17	YES (12 min)	17	Yes (12 min)	17	No (2 min)	5	YES	17	2	5	10
Youth Tier I - 16U	5	17	YES (12 min)	17	Yes (12 min)	17	No (2 min)	5	YES	17	2	5	10
Youth Tier I - 18U	5	20	YES (12 min)	20	Yes (12 min)	20	No (2 min)	5	YES	20	2	5	10
Girls Tier I - 14U	5	16	No (2 min)	16	Yes (12 min)	16	No (2 min)	5	No (2 min)	16	1.5	4	8
Girls Tier I - 16U	5	17	No (2 min)	17	Yes (12 min)	17	No (2 min)	5	No (2 min)	17	2	5	10
Girls Tier I - 19U	5	17	No (2 min)	17	Yes (12 min)	17	No (2 min)	5	No (2 min)	17	2	5	10
Girls Tier II - 14U	5	16	No (2 min)	16	Yes (12 min)	16	No (2 min)	5	No (2 min)	16	1.5	4	8
Girls Tier II - 16U	5	17	No (2 min)	17	Yes (12 min)	17	No (2 min)	5	No (2 min)	17	2	5	10
Girls Tier II - 19U	5	17	No (2 min)	17	Yes (12 min)	17	No (2 min)	5	No (2 min)	17	2	5	10

*Round-robin games will utilize one (1) 5-minute sudden-death overtime period, then proceed to a shootout if a winner has not been determined.

Championship Games tied at end of regulation will utilize one (1) sudden death OT period equal in length to the third period, then proceed to a shootout if a winner has not been determined.

All warm-ups (5:00), timeouts (1:00), and intermissions shall be placed on the clock. All ice cuts shall be placed on the clock. Between periods put 12:00. Between games put time until start time of next game. For games without an ice cut between the first and second periods, and/or between the third period and the overtime period, there shall be a two (2) minute rest period put on the clock.

TIED GAMES-ROUND ROBIN GAMES

- If the game is tied following regulation play, one five (5) minute sudden-death OT period shall be played. The teams shall change ends. OT shall be played 5-on-5 (five skaters plus a goalkeeper).
- If the score remains tied at the end of the five (5) minute sudden-death OT, there shall be a shootout. (See SHOOTOUT Procedure below)

TIED GAMES-CHAMPIONSHIP GAMES

- If the game is tied following regulation play, one sudden-death OT period shall be played. The length of the period shall be equal to the length of the 3rd period. The teams shall change ends.
- OT shall be played 5-on-5 (five skaters plus a goalkeeper).
- If the score remains tied at the end of sudden-death OT, there shall be a shootout. (See SHOOTOUT Procedure below)
- A dry cut/scrape of the middle of the ice shall occur prior to the shootout for CHAMPIONSHIP GAMES ONLY.

SHOOTOUT PROCEDURE (FOR ALL GAME TYPES)

- The home team shall have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period. The goalkeepers from each team may be changed after each shot.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.
- A sudden-death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.
- Players in a sudden death shootout shall not be allowed to take another shot until four different individual teammates have completed their attempts.

