

## OVERTIME RULES (PENALTY)

When a match is tied at the end of regulation games, an Overtime Shootout will take place.

- Each team will **submit a roster of 5 players** who will take and defend shots against players from the opponent's roster in the order they were submitted.

- **Each player will take a shot on his home table** against the corresponding player listed on the opponents roster (player 1vs1, 2vs2, etc).

A team receives a point when a player scores a goal. The team with the most points after 5 rounds wins the match.

If teams are still tied after the first 5 shooters, the Overtime goes into Sudden Death where players again take shots in the original order. The first team to score a goal and successfully block the opposing shooter will win the match.

- **Coin toss** : The team who wins the coin toss will choose to either shoot first or defend. The team who loses the coin toss has the remaining option. This order will continue for the subsequent rounds of the Overtime Shootout.

- **Time** : Both players have 30 seconds to begin the Overtime Shootout. Normal time limits and rules are in effect but time outs are not allowed. A time violation will be considered a blocked shot when charged to the shooter or a scored goal when delay of game is charged to the goalie.

- **Handles** : Only the forward handles (3-rod) may be changed before or after shots during the Overtime Shootout.

- **Specific cases according to the number of players** :

**Junior and Senior 4 vs 4** : 5 penalties – Player 1 vs Players 1 - P2 vs P2 - P3 vs P3 - P4 vs P4 - P1 vs P1. If tie, P2 vs P2 etc...

**Junior and Senior 4 vs 3** : 5 penalties – P1 vs P1 - P2 vs P2 - P3 vs P3 - P4 vs P1 - P1 vs P2. If tie, P2 vs P3 etc....

**Disabled 3 vs 3** : 5 penalties – Player 1 vs Players 1 - P2 vs P2 - P3 vs P3 - P1 vs P1 – P2 vs P2. If tie, P3 vs P3 etc...

**Disabled 3 vs 2** : 5 penalties – P1 vs P1 - P2 vs P2 - P3 vs P1 - P1 vs P2 - P2 vs P1. If tie P3 vs P2 etc...



## COIN FLIP

• When 2 teams meet, they have 2 tables at their disposal. The team captains flip a coin **TWICE** :

1/ the **team who wins the first flip chooses the side of the table they will play on for ALL the matches** against the other team; they must play on the same side on both tables.

2/ the **team who wins the second flip will choose which table is played first or who gets to serve first**. The team who lost this flip has the remaining option .  
Choice of the table will then **change alternately for the next matches**.

### **Exception: when 2 matches take place at the same time**

• When 2 teams meet, they have 2 tables at their disposal. **Teams must not wait for their players to be available for the next match.**

- **The first possible match must be played on the first available table.** For these matches, There is **only one flip to decide who gets to serve first**.

- If 2 matches end exactly at the same time, there is one flip to decide the serve or the table.

