



## **Jeffrey B. Scott** *Memorial Hockey Tournament*

### **16<sup>TH</sup> ANNUAL JEFFREY B. SCOTT MEMORIAL DETAILED OVERTIME RULES**

**1. OVERTIME PERIODS SHALL BE PLAYED IN SEMIFINAL AND CHAMPIONSHIP GAMES ONLY. NO OVERTIME WILL TAKE PLACE DURING ROUND ROBIN PLAY.**

**2. ALL OVERTIME PERIODS WILL BE 4-MINUTES OF SUDDEN DEATH PLAY. THE FIRST TEAM TO SCORE A GOAL WINS. NO POINT SYSTEM WILL BE APPLIED FOR THESE GAMES.**

**3. THE FIRST OVERTIME PERIOD WILL BE PLAYED 4-ON-4. IF NO WINNER IS DETERMINED, THE TEAMS WILL PLAY A 3-ON-3 OVERTIME PERIOD. IF NO WINNER IS DETERMINED, THE TEAMS WILL PLAY A 2-ON-2 OVERTIME PERIOD. IF NO WINNER IS DETERMINED, THE TEAMS WILL PLAY A 1-ON-1 OVERTIME PERIOD.**

**4. DUE TO THE LENGTH OF EACH OVERTIME PERIOD, ANY PENALTY ASSESSED IN A SUDDEN DEATH OVERTIME PERIOD WILL BE 1 MINUTE IN LENGTH. MAJOR PENALTIES WILL RESULT IN THE OFFENDING PLAYER BEING EJECTED FOR THE BALANCE OF THE GAME.**

**5. IF A PENALTY IS ASSESSED DURING 4-ON-4 OR 3-ON-3 PLAY; THE TEAM RECEIVING THE PENALTY WILL PLAY SHORT 1 PLAYER (IE. GAME PLAYED 4-ON-3, 3-ON-2, ETC.)**

**6. IF A PENALTY IS ASSESSED DURING 2-ON-2 OR 1-ON-1 PLAY; THE OFFENDING PLAYER(S) WILL BE SENT TO THE PENALTY BOX AND THE TEAM RECEIVING THE POWER PLAY WILL SEND 1 ADDITIONAL SKATER ONTO THE ICE, PER PENALTY (IE. GAME PLAYED 3-ON-2 OR 2-ON-1).**

**A. UPON THE COMPLETION OF THE PLAYERS PENALTY, THE PLAYER WILL RETURN TO THE ICE IMMEDIATELY AND THE GAME WILL BE PLAYED WITH ADDITIONAL PLAYER(S) UNTIL A WHISTLE HAS BLOWN AND TEAMS CAN RETURN TO THE APPROPRIATE NUMBER OF PLAYERS.**

**THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO MAKE ANY CHANGES AND/OR ADJUSTMENTS TO THESE RULES BEFORE THE START OF THE FIRST GAME OF THE TOURNAMENT. ALL TEAMS WILL BE NOTIFIED OF ANY RULE CHANGES IN WRITING.**

**ALL QUESTIONS REGARDING THESE RULES SHALL BE DIRECTED TO THE TOURNAMENT DIRECTOR**