# GOUGARS <br>  <br> CLASEIG 

## Shoot-Out Rules

Shoot-outs will be held for any semi-final or final game that ends in a tie.
The shoot-out will proceed as follows:
$>$ Teams will be required to first select the skaters who have NOT scored during the semi-final or final game. Followed by skaters with one (1) goal, then skaters with two (2) goals. NOTE: Once a player has reached three (3) or more goals in the semi-final or final game; or during the shoot-out, that player should no longer be on the shoot-out list, unless all other players have also reached 3+ goals.
> If time permits, each team will have a minimum of three (3) skaters participate in the shoot-out. A team must go through all of its available skaters before a skater can go a second time.
$>$ If at any time during the shoot-out, the ice permit runs out, the game will immediately end. The final score will be based on the score at the last equal number of skaters used by the teams.
$>$ If the game is still tied the winner will be decided based on overall goals for and goals against in all games played.

## Round Robin Tie Breakers

| 1 | Head-to-Head Record between the tied teams <br> (Only if all teams tied, played each other) |
| :---: | :---: |
| 2 | Most Wins |
| 3 | Total Goal Differential (Goals For / Goals Against) |
| 4 | Least Penalties |
| 5 | Coin toss between Coaches - if teams still remain tied |

