



2021-22 ACHA Regular Season Overtime and Shootout Requirements

Tied Games:

If the score is tied at the end of three regulation periods, the following shall take place:

Rule 91 - Tied Games

91.1 Tied Games - Regular Season - All regular-season games that remain tied after 60 minutes of play shall conduct a sudden-victory overtime period of five minutes. No alternative systems (e.g., reduced manpower, shootouts, etc.) are permitted, with the exception of regular-season tournaments that require a team to advance. The following procedure shall be followed:

1. There shall be a two-minute intermission.
2. The teams shall change ends at the end of each period.
3. A five-minute period shall be played (3-on-3).
4. The team that scores first wins and the game is ended. If a goal is not scored in the five-minute period, the game shall be declared a tie.

If either team declines to play in the necessary overtime period, the game shall be declared a loss for that team.

91.2 Tied Games - Regular Season - Conference Policy Formats - If the game remains tied after the provisions used in Rule 91.1, by conference policy only, a three-player shootout may be used immediately after the mandatory five-minute sudden-victory overtime. (See Appendix B for the shootout protocol.) Non-conference games may not use this provision.

91.3 Tied Games - Penalties - Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.

If either team declines to play in the necessary overtime period, the game shall be declared a loss for that team.

Note:

Goalies will switch ends for overtime period. If shoot-out is used, goalies will switch ends returning to their home-bench end.

5-on-4 OT Note 1:

When regulation time ends and the teams are 5-on-4, teams will start overtime 4-on-3. Once player strength reaches 4-on-4, at the next stoppage of play, player strength is adjusted to 3-on-3.

5-on-3 OT Note 2:

When regulation time ends and the teams are 5-on-3, teams will start overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 3-on-3 as appropriate.

4-on-4 OT Note 3:

When regulation ends and teams are 4-on-4, teams will start overtime 3-on-3. Once player strength reaches 4-on-4, at the next stoppage of play, player strength is adjusted to 3-on-3 as appropriate.

OT Note:

At no time will a team have less than three players on the ice. This may require additional players to be added and at the next stoppage of play, player strength is adjusted as appropriate.



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Men's

Division 1:

Overtime required 3-on-3 sudden victory. 3-player shootout required, (Refer to NCAA rule 91.6 and Appendix B).

Division 2:

Overtime required 4-on-4 sudden victory. (ACHA rule, Part Five, Article II, Section 3N).

Shootout:

ACHA League Games – Leagues may adopt rules to allow shootout. Scores will be reported as “shootout” on the ACHA website.

ACHA Non-League Games – Shootout not permitted.

Division 3:

Overtime required 3-on-3 sudden victory. (ACHA rule, Part Six, Article III, Section 1C).

If the game remains tied at the end of the five-minute overtime, the game shall be recorded as a tie for the purpose of ACHA D3 rankings.

Shootout:

Teams may have a shoot-out as part of local conference rules or when playing a non-D3 team.

Woman's:

Division 1:

Overtime required 3-on-3 sudden victory. (ACHA rule, Part Seven, Article III, Section 2F) unless there is a written exception on a signed game contract.

If tied after overtime, games will be ACHA scored tie.

No shootout option.

Division 2:

Overtime required 4-on-4 sudden victory. (ACHA rule, Part Eight, Article III, Section 2G) unless there is a written exception on a signed game contract.

If tied after overtime, games will be ACHA scored tie.

No shootout option.



NCAA Ice Hockey Shootout Protocol

91.2 Tied Games - Regular Season - Conference Policy Formats - If the game remains tied after the provisions used in Rule 91.1, by conference policy only, a three-player shootout may be used immediately after the mandatory five-minute sudden-victory overtime. (See Appendix B for the shootout protocol.) Non-conference games may not use this provision.

APPENDIX B

This protocol is only to be used in accordance with Rule 91.6.

1. Prior to the shootout beginning, one referee will instruct the timekeeper to put two minutes on the clock and immediately start the clock.
2. The referees will meet at the referee's crease with the captains to explain the protocol during the two-minute period.
3. The goalkeepers will defend the goal closest to their bench.
4. It is recommended that the ice surface be dry scraped in the middle of the ice through both creases.
5. The home team has the option of shooting first or defending first. If Team A's first two players score, while none of Team B's players score, the shootout is over and Team A wins the shootout.
6. If the shootout remains tied at the end of this round, each coach will select a different shooter, this time in a sudden-victory situation. The first three shooters are ineligible until all other bench players have attempted a shot, if necessary. Each team has an equal number of chances to shoot before a winner is declared.
7. If the goalkeeper attempts to stop the shot by throwing their stick or any object, or by dislodging the net for any reason, the referee shall make one of the following determinations:
 - a. Award a goal if the referee deems the player would have scored into the area normally occupied by the net had it not been dislodged.
 - b. Allow the shot to be retaken if the player does not score or it could not be determined if the puck would have entered the area normally occupied by the net; or
 - c. If the net becomes dislodged after the puck has crossed the goal line thus, ending the shot, the above determinations do not apply, and the shot is complete.

Notes

- Players serving penalty time shall not be eligible for the shootout and shall remain in the penalty box during the shootout.
- Goalkeepers may be substituted, but no warm-up time will be allowed.
- If a goalkeeper is injured in the shootout, the goalkeeper may be immediately replaced by a goalkeeper off the bench. The injured goalkeeper may reenter the shootout.
- All players not participating in the shootout must remain on their bench.
- If video replay is available, it may be used to confirm shootout goals.

- The spin-o-rama type move when the player completes a 360-degree turn as the player approaches the goal for a penalty shot or shootout, shall not be permitted.
- The lacrosse-like move whereby the puck is picked up on the blade of the stick and “whipped” into the net shall be permitted provided the puck is not raised above the height of the shoulders at any time and when released, is not carried higher than the crossbar.
- All rules governing a penalty shot (Rule 25.2) shall be in effect.

Updated 8/11/2021