



Montreal, November 15th, 2003

TO: REGIONAL REFEREES-IN-CHIEF
REGIONAL REFEREES COURSE CONDUCTORS
REGIONAL REFEREES SUPERVISORS
MEMBERS – PROVINCIAL COMMITTEES
REGIONAL PRESIDENT

FROM: JEAN HOULD
Provincial Referee-in-chief

SUBJECT: HOCKEY QUEBEC'S ADMINISTRATIVE REGULATIONS
Re: Articles 8.6.1 / 8.6.3 / 8.6.4 Overtime Regulation

C.C.: Mr. Yves Archambault, Technical Director
Coordinators
Members – Provincial Referees Committee

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For the 2003-2004 season, Hockey Quebec has modified Administrative Regulations 8.6.1, 8.6.3 and 8.6.4, with regards to the Overtime Period and the number of players on the ice at the beginning of the overtime period.

Please note that Hockey Canada has no ruling on interpretation in this matter and that the application of Articles 8.6.1, 8.6.3 and 8.6.4 is that of Hockey Quebec.

We trust your usual cooperation to ensure that this directive will be transmitted to all personnel under your jurisdiction.

8.6 OVERTIME REGULATION (Extracted from Hockey Quebec's Administrative Regulations)

Overtime Period

- 8.6.1 In all Hockey Quebec sanctioned tournaments, where the score is tied after the three (3) regulation periods and 'Franc Jeu' regulations have been applied *and where games have to be completed (winner must be declared)*, an overtime period shall be played as follows:
- A single (1) five-minute (5) stopped-time period with *line-ups limited to 4 skaters vs. 4 skaters*, except for penalized players who must serve their respective penalties. The first (1st) goal legally scored ends the game.
 - If the tie persists after this 5-minute overtime period, the "shoot-out" procedure shall apply.



8.6.2 Shoot-out

- a) If the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shoot-out. Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shoot-out. All players other than goalkeepers must take part in the shoot-out before a player is permitted to return a second time.
- b) A player serving a penalty at the end of overtime shall be eligible to take part in the shoot-out.
- c) The "shoot-out" will be carried out as follows:
 - The Home Team shall have the choice of shooting first or second.
 - Once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn.
 - *The choices made by the Coach do not indicate the order in which the players must appear on ice to take their shot.*
 - Playing rules related to penalty shots are in effect.
 - Shots are taken in turn and no simultaneous shots will be permitted.
 - The team having scored most goals in the complete round is declared the winner.
- d) When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn before a player may return for another try.
 - The game ends when the tie is broken following an equal number of shots taken by each team.

8.6.3 Exceptions

During semi-final and final games of any Hockey Quebec sanctioned tournament, should the score be tied after regulation time, there shall be overtime as follows:

- a) There shall be a maximum of two (2) overtime periods each lasting ten (10) minutes with stopped time. ***A line-up of 4 skaters*** and 1 goalkeeper will be used except when penalties must be served in accordance with playing rules. The first goal legally scored ends the game.
- b) Should the score remain tied after these two (2) overtime periods, the shoot-out procedure described in Regulation 8.6.2 shall be used.



8.6.4. International and National Tournaments

During International and National tournaments and for AA and AAA classes, the overtime and shoot-out regulations shall not apply.

In such cases and after 'Franc Jeu' Regulations have been applied, there shall be as many overtime periods as required to break the tie, each lasting ten (10) minutes. *A line-up of 4 skaters* and 1 goalkeeper) shall be used except when penalties must be served in accordance with Playing Rules. The first goal legally scored ends the game.

OVERTIME REGULATION

1. If the score is tied at the end of regulation time, the following procedure shall be used:
 - a. A two-minute (2) intermission shall be granted during which, both goalkeepers shall be allowed to go to their respective bench. If the ice has not been resurfaced, teams WILL NOT CHANGE ENDS.
 - b. If the ice is resurfaced between periods, teams WILL CHANGE ENDS.
 - c. The overtime period will be played with a line-up comprised of four (4) players and one (1) goalkeeper.
2. If the third period of regulation time ended with one or more players serving a penalty or penalties, such penalties will continue to be served during the overtime period in accordance with the following procedure:

EXAMPLE 1: THIRD PERIOD ENDS 5 on 4

TIME IN 3 rd PERIOD	TEAM "A"	TEAM "B"
19:10	# 4	

Team 'A' SHALL START THE OVERTIME PERIOD with three (3) skaters while Team 'B' will ice four (4) skaters.

When the penalty will expire, Team 'A' will have a full line-up of four (4) skaters.

Should Team 'A' be assessed a further penalty while A4 is still serving his penalty, Team 'B' will add another player on the ice, thus having five (5) skaters.



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EXAMPLE 2: THIRD PERIOD ENDS 5 on 3

TIME IN 3 rd PERIOD	TEAM "A"	TEAM "B"
19:00	# 4	
19:20	# 6	

Team 'A' WILL BEGIN THE OVERTIME PERIOD with three (3) skaters while team 'B' will have five (5) skaters.

At the end of A4's penalty, he shall return to the ice and teams will continue to play '5 on 4' until the next stoppage of play.

If at the next stoppage of play, A6's penalty is not completed, Team 'A' returns to three (3) skaters and Team 'B' goes with four (4) skaters. At the end of A6's penalty he shall return to the ice and both teams will continue to play '4 on 4'.

EXAMPLE 3: THIRD PERIOD ENDS 4 on 4

TIME 3 rd PERIOD	TEAM "A"	TEAM "B"
19:00	# 4	
19:20		# 5

Both teams SHALL BEGIN THE OVERTIME '3 on 3'.

At the end of A4's penalty, he will return to the ice and Team 'A' will play with four (4) skaters. When B5's penalty will end, he returns to the ice and both teams play '4 on 4'.

If Team 'A' is assessed another penalty while A4 is still serving his penalty. Team 'B' adds another skater and plays with four (4) skaters.

EXAMPLE 4: THIRD PERIOD ENDS: 4 on 3

TIME 3 rd PERIOD	TEAM "A"	TEAM "B"
18:40	# 4	
19:00	# 8	
19:30		# 5

Team 'A' SHALL BEGIN THE OVERTIME with three (3) skaters while Team 'B' will have four (4) skaters.

In this example, as soon as A4'S penalty is completed, he returns to the ice and teams go on '4 on 4'.



At the end of A8's and B5's respective penalties, players return to the ice. With no stoppage of play, it is possible to have a '5 on 4' or '5 on 5' situation.

Following A8's return to the ice and if at the next stoppage of play, B5's penalty is not completed; teams shall revert to a '4 on 3' situation in favour of Team 'A'.

EXAMPLE 5: THIRD PERIOD ENDS 4 on 3

TIME 3 rd PERIOD	TEAM "A"	TEAM "B"
18:40	# 4	
19:00		# 5
19:30	# 8	

At the end of the 3rd period, Team 'A' is shorthanded 2 players while Team 'B' is short 1 because of penalties in progress.

Team 'A' SHALL BEGIN THE OVERTIME with three (3) skaters while Team 'B' shall have four (4).

In this example, at the end of A4's penalty, he returns to the ice and both teams continue '4 on 4' until the next stoppage of play.

At the end of B5's and A8's respective penalties, they return to the ice. Without a stoppage of play, it is possible to play '5 on 4' or '5 on 5'.

Following B5's return to the ice and if at the next stoppage of play, A8's penalty is not completed; teams shall revert to a '4 on 3' situation.

EXAMPLE 6: THIRD PERIOD ENDS 3 on 3

TIME 3 rd PERIOD	TEAM "A"	TEAM "B"
18:40	# 4	
19:00		# 5
19:30	# 8	
19:40		# 7

At the end regulation time, both teams' line-ups are reduced by two (2) because of penalties being served.

Both team SHALL BEGIN THE OVERTIME with three (3) skaters.

At the end of their respective penalties, players return to the ice. Should there be no stoppage of play, there is a possibility on being '5 on 5'.



Nevertheless, the number of players shall be adjusted accordingly at each stoppage of play, either to '4 on 3' or '4 on 4'.

In this example, at the end of A4's penalty, he returns to the ice and Team 'A' plays with four (4) skaters while Team 'B' has three (3).

At the expiry of B5's penalty, he returns to the ice and teams are '4 on 4'. Play goes on and A8 returns to the ice causing Team 'A' to play with five (5) skaters while Team 'B' has only four (4).

If there is a stoppage of play before the expiry of B7's penalty, line-ups are reduced to '4 on 3'.

Should there be no stoppage of play and B7's penalty expires, plays could go on with '5 on 5' and, at the next stoppage of play, line-ups are reduced to '4 on 4'.

EXAMPLE 7: THIRD PERIOD ENDS 3 on 3

TIMES 3 rd PERIOD	TEAM "A"	TEAM "B"
18:40	# 4	
19:00	# 8	
19:30		# 5
19:40		# 7

At the end of regulation time, team line-ups are reduced by two (2) due to penalties being served.

Both teams SHALL BEGIN THE OVERTIME with three (3) skaters aside.

At the end of their respective penalties, the players return to the ice. Should there be no stoppage of play, there is a possibility of eventually playing '5 on 5'.

Nevertheless, the number of players shall be adjusted accordingly at each stoppage of play where it could become '4 on 3' or '4 on 4'.

In this example,, as soon as A4's penalty expires, he returns to the ice and Team 'A' has a man-power advantage '4 on 3'.

With the expiry of the penalty to A8, Team 'A' may have a two-man advantage '5 on 3'.

Should there be no stoppage of play before the expiry of penalties to B5 and B7, play shall go on and may eventually lead to '5 on 5' play. At the next stoppage of play, line-ups shall be reduced to '4 on 4'.

Should B5 return to the ice and there is a stoppage of play occurs prior to the expiry to B7, The line-ups shall be reduced to '4 on 3' in favour of Team 'A'.