**CMHL Playoff Games – All games must have a winner**

Game format - All divisions will be standard game length

* U11 AA/A/B, U13 AA/A/B, U15 A/B – 3 x 10-minute stop time periods
* U13 AAA, U15 AA, U18 AA/A – 3 x 15-minute stop time periods

No rink clocks are to be enforced, all games are played to completion

If a game is tied at the end of three (3) periods overtime will be played as per the following**:**

* at the end of the three (3) periods the teams shall have a one (1) minute rest without leaving the ice.
* the overtime period will involve five (5) players (one (1) goaltender and four (4) skaters)
* the teams will not change ends, i.e. the teams will remain in the same end as for period three (3) of the game.
* the overtime period shall be five (5) minutes stop-clock, sudden victory.

Should no goal be scored by the end of the overtime period a shootout will take place.

Games other than the Championship Games - SUDDEN DEATH SHOOTOUT

Each team will have **one** opportunity with one shooter. Should no winner be declared, i.e. neither team scores or both teams score, a second opportunity, and if necessary further opportunities will be provided until a winner is declared. No skater may take a second opportunity until all skaters have had a first opportunity. Players in the penalty box at the end of the over-time period are not eligible to participate in the shootout.

**Championship Games**

Each team will have three opportunities, unless mathematically eliminated. Should no winner be declared, i.e. neither team scores or both teams score the same number of goals, a fourth opportunity will then be provided. Should no winner be declared, i.e. neither team scores or both teams score, a fifth opportunity, and if necessary further opportunities will be provided until a winner is declared. No skater may take a second opportunity until all skaters have had a first opportunity. Players in the penalty box at the end of the over-time period are not eligible to participate in the shootout.