

## **Tournament Tie-Breaker Rules**

*(subject to review prior to the tournament)*

### ***Applicable to Wings level play***

NOTE: If both teams are playing their first tournament game, steps 1 and 2 do not apply (i.e. go directly to step 3 and use the Penalty-Kick shoot-out format to determine a winner).

1. If the regulation game ends in a tie, a 5-minute overtime period will be played. Kick-off order will continue as determined at the beginning of the game. Teams will switch ends and the team that kicked off to begin the third quarter will kick-off to begin the overtime period. The team scoring the first goal in overtime will be the winner ("Golden Goal").

2. If a tie still exists at the end of the overtime period, another 5-minute overtime period will be initiated. Teams will again switch ends and the team that kicked off to begin the fourth quarter will kick-off to begin the second overtime period. The team scoring the first goal in overtime will be the winner ("Golden Goal").

3. If a tie still exists at the end of the second overtime period, a Penalty-Kick shoot-out shall be used to determine a winner.

A. Prior to the first shoot-out round a coin toss will be taken. The winner of the coin toss shall shoot first.

B. Each team will select any five (5) players to kick in the first shoot-out round.

C. Teams will alternate taking shots until all 5 players from each team have shot once. The team scoring the most goals will be the winner.

D. If the score is still tied after the first shoot-out round, a second round of kicks will be initiated. Five (5) players will be used only if both teams have five available players. Otherwise the smaller roster will determine the number of shooters in the second round.

E. Teams will again alternate taking shots until all available players from each team have shot once. The winner of the coin toss in step 'A' will also again kick first. The team scoring the most goals will be the winner.

F. If a tie still exists after the second shoot-out round, each team will select any ten (10) players to participate in any order in a "sudden victory" shoot-out round.

G. Teams will continue alternating shots "one-set-at-a-time" until one team scores and the other team does not. Once a player has participated in a "sudden

victory” shoot-out round, that player may not shoot again until all of the other selected teammates have participated.

H. If a tie still exists after all 10 players from each team have participated, then repeat steps ‘F’ and ‘G’ again (and again, etc.) until a winner is determined.

The Tournament Committee reserves the right to adjust these rules at any time.