

Determining Final Regular Season Standings/Tournament Seeding

1. POINTS AND LEAGUE STANDINGS

A) Points in league standings for regular league games:

- 1) WIN: 2 POINTS
- 2) TIE: 1 POINT
- 3) LOSS: 0 POINTS

B) Final League standings in the Event of a Tie:

- 1) If the final league standings result in two or more teams other than Pee Wee AA, Bantam AA, Midget Minor AA or Midget Major AA having an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process over again.
 - a) The results of the head-to-head games played between the tied teams in the following order:
 1. Has acquired the most point in head-to-head play
 2. Has acquired the most wins in league play
 3. Has acquired the greatest surplus difference of "goals-for" minus "goals-against" in their head-to-head competition
 4. Has acquired the higher quotient by dividing the goals scored by goals scored against in their head-to-head competition.
 5. Has acquired the highest point total as determined by periods won in their head-to-head competition. Points awarded for each regulation period won (2 points) and for each regulation period tied (1 point)
 - 2) If more than 2 teams in the Pee Wee AA, Bantam AA, Midget Minor AA or Midget Major AA divisions finish in a tie for first place, the tie-breaking rules from B above are applied until only 2 teams remain, those 2 teams will play a one game playoff to determine the league champion per number 3 below.
 - 3) For Pee Wee AA, Bantam AA, Midget Minor AA or Midget Major AA divisions if league standings result in a tie for the league champion (1st place) between 2 teams, the league champion shall be determined by playing a one game playoff
 - a) The game must be played prior to start of Missouri State Championship tournament
 - b) Game will be three (3) periods with fifteen (15) minute periods for Midgets and three (3) periods with twelve (12) minutes for Pee Wee and Bantam. All games are stop time in all periods and game is played complete no time "cut".
 - c) If the score is tied at the end of regulation time
 - Prior to the beginning of the game, coaches will list all players in the order the players will shoot in the event a shootout is warranted to break a tied score. Players will be listed on the back of the top (white copy) of the score sheet.
 - A one-minute intermission will be put on the clock and teams will remain on/near their bench.
 - The teams will then play an additional stop time overtime period four (4) minutes stop time, with the team scoring first declared the winner. The overtime period shall be played with each team at a numerical strength of four (4) skaters and one (1) goalkeeper. Penalties shall be assessed consistent with the rules in regulation time. See Overtime Notes below for further overtime penalty situations.
 - If the score is tied at the end of overtime, a three (3) player shootout will take place. Players in the penalty box at the expiration of overtime play for any infraction other than two (2) minute penalties are ineligible for the shootout. Players who were serving a two (2) minute penalty at the

end of regulation are eligible to participate in the shootout. The three (3) different players (in the order listed) will rotate going in on goal with the Visiting team shooting first. All three players will have an opportunity to shoot.

- At the conclusion of the three (3) player shootout round, if the score is still tied, players will continue in a sudden death shootout in which no player from a team may shoot again until all available players on the player's team have shot. The Visiting team shoots first. If any team scores a goal in the sudden death shootout round in which the opposing team fails to score a goal, play ends and the scoring team wins, (e.g., Shooter #4 or beyond for Visiting team does not score a goal and shooter #4 or beyond for Home team scores a goal. Play ends at that point, before any other shooters shoot, and Home team wins). When all players on one team have shot, that team starts over in the same order the team shot during the first round of the shootout, regardless of the number of shooters on the opposing team.