

STEP LEAGUE RULES

*** This paper is to be posted in the ref room and/or timekeepers' box. ***

Regular Season Overtime (U9 and U11 only)

In the event of a tie after regulation time, there will be a 3-person shootout. The Visiting team will go first. If after the 3 shooters, there is still a tie, it will then go to a sudden death shootout with each team getting one more shooter until there is a winner. No player shall shoot twice until all players on the team have shot.

Regular Season Overtime (U13, U15, and U18)

In the event of a tie after regulation, there will be a 5-minute sudden death period. This will be played 3 on 3. Teams will keep the same end that they had in the 3rd period. If the game is still tied, there will be a 3-person alternating shootout. The Visiting team will go first. If after the 3 shooters, there is still a tie, it will then go to a sudden death shootout with each team getting one more shooter until there is a winner. No player shall shoot twice until all players on the team have shot

Playoff Overtime (all age groups)

Please reference the Modified Best of 3 rules

Straight Time (U9, U11, and U13)

*** Updated for 2022-2023 season ***

If there is a 7-goal differential, the trailing team may request straight time. The request may be made at any time after this. If the game goes to straight time it will NOT return to stop time regardless of the score. If there is a 10-goal differential, the game must go to straight time and will not revert back to stop time regardless of score

Straight Time (U15, and U18)

*** Updated for 2022-2023 season ***

If at any time in a game there is a 7-goal differential, then the game must go to straight and will remain straight time the rest of the game regardless of the score.

U9 5-goal Rule

In U9, there will be a 5-goal per player limit per game. This will be in effect for all regular season and playoff games. Regulation time only. Overtime and Shootout do not count. If a player goes over the 5 goals the following will happen

- a) **6th goal-** the goal will be disallowed, and the faceoff will go back into the offending teams end
- b) **7th and future goals-** the goal will be disallowed. The offending team will receive a 2-minute Delay of Game penalty. The faceoff will go back into the offending teams' zone