



# Layin' Pipe

Shooter

Black Winner

Number	Name	Score	Miss
1	<del>Black</del>		
2	8 Don	X	
3	14 Vernon	X	X
4	4 Ryan		X
5			
6			
7			
8			
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15			
16			
17			
18			
19			
20			
21			
22			

Already Scored During Game 1 15

# Bad To The Bone

Shooter

White

Number	Name	Score	Miss
1	<del>White</del>		
2	2 Marcel		X
3	10 Kelly		X
4	6 Harv		X
5	3 Glenn		X
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			

Already Scored During Game 8 9 12 15

## SHOOTOUTS OOHA Rule 9

If a game ends in a tie, (Final Game, see rule 10) a shoot-out will be held.

- (5 players per team) The teams will alternate shots with the team that scored first in the game shooting last. Any player that has scored in that game is not eligible for the shoot-out until all the non-scoring players on that team have shot.
- The goalies will alternate in the net at the "home" end; the goalie not involved will stand at the boards as designated by the Referee.
- All players except the shooter will remain at their bench. · A player may take only one shot.
- The play will start from centre ice and the goalie may not leave the goal crease until the shooter touches the puck
- The shooter may not circle with the puck or cross the goal line before shooting. (See C.A.H.A. rule book)
- A winner is declared AFTER all 10 players have shot with one team leading, or after any team has been mathematically eliminated by the opposing team.
- If teams are tied after the first 10 shooters, a sudden death shootout will take place. Whoever has not shot yet will go first.
- Any player that has scored in that game is not eligible for the sudden death shoot-out until all the non-scoring players on that team have shot.

**RULE 10** . If time expires in the **Final Game** and the score is tied, teams WILL NOT change ends, and they will play a five minute stop time sudden death overtime period 4 on 4. If still tied a second five minute stop time sudden death overtime period 3 on 3 will follow. If the score is tied after the 2nd over-time period expires, see rule 9 for shoot-out guidelines.