



Welcome to the **2026 Stars & Stripes Labor Tournament**. We hope this event will be a fun and engaging tournament for all players, coaches, and parents. To make sure we have a great time in the spirit of the game, we ask all involved to be respectful of athletes, game officials, parents, and tournament directors.

A mandatory check-in is required before your first game of the tournament. Look for a tournament director on site at the location of your first game. Tournament Directors will either be at the tournament information table or rinkside during competition,

6U DIVISION

- All games will be played on a ½ sheet of ice.
- All games will be played 4-v-4 plus a goalie.
- Games will be played using a 1-man referee system.
- Games will start with a puck drop at “center ice”.
- All games will be 24 minutes run time in length.
- Coaches and/or parent volunteers will be needed to keep score using the tabletop score counter.
- The buzzer will sound every 90-seconds for line changes.
- If available, the home team will wear light color jerseys, and the visiting team will wear dark color jerseys. Teams may have similar jersey colors, and tournament staff may assign pennies to be worn to the visiting team.
- Following a goal, the scoring team must move back to center ice behind the game official. The team that was scored on will pull the puck out of the net and begin the attack. Once the attacking team starts to advance, the defending team can engage.
- At the end of the game, coaches **MUST** report final scores to the tournament director or rinkside tournament staff.

Stars & Stripes Hockey enforces the USA Hockey **ZERO TOLERANCE POLICY**. Decisions of the Officials and the Tournament Directors are final and are not subject to appeal.

Game times will consist of one, 24-minute running clock, a buzzer will sound every 90 seconds indicating a line change.

Teams must be ready to play 15 minutes prior to the scheduled game time. Games may begin early when time permits.

Each team will have a 2-minute warmup. The warmup will commence once referees are on the ice.

2026 Labor Day 6U Structure: This event has 3, 10 team brackets, the brackets will not crossover at all. The division standings will be determined as follows:

- Each team will play 6 preliminary games. The games will be scored using the "Round Robin Points" system below.
- At the conclusion of the preliminary games, the 10 teams will be ranked 1st-10th.
- The bottom 4 teams will play consolation games, the middle 4 teams will play quarterfinal games. Winners of those will advance to play top 2 teams for semi final games and then a championship game.

Round Robin Points: 2 points will be awarded for a win, 1 point for a tie, and 0 points for a loss. The maximum goal differential awarded per game is 6.

Round Robin Tie Breakers to determine seeding for Playoff Round Games

1. Head-to-Head
2. Goal Differential
3. Fewest Goals Allowed
4. Coin Toss

"Special exceptions" scenarios and "tie breakers"

1. Divisions consisting of more than 4 teams, 3 or more teams are tied in total points upon completion of preliminary round play. Each tied team has not played all remaining tied teams in preliminary round games. "tie breaker" 2: goal differential will be applied. Upon application thus advancing and/or eliminating 1 or more tied teams from further play and leaving 2 teams with an opportunity for advancement, if "head to head" conditions exists, this will determine the final playoff team.

2. 6 team division: 3 teams are tied in points. 2 games involving tied teams have been played. One of the 3 tied teams has defeated the other tied teams. The team that has defeated both of the other tied teams will advance. "

Quarterfinal/Semi-Final/Championship Game Rules:

If tied at the end of regulation play, the teams will play a 3-minute sudden death overtime of 3-v-3 (3 players plus a goalie per team). If teams are still tied after the overtime period, a "shoot out" will take place.

"SHOOT OUT" FORMAT

1. The team manager/coach can select the shooters for the team. The visiting team will be required to shoot first in all shootout rounds.

2. The "shoot out" will start with a round of three (3) shooters per team. If a team outscores its opponent in the round, then the game has been decided, and no further rounds will take place. If the game remains tied after shooters 1-3 have completed their respective attempts to score, the shootout will proceed to a "sudden death" format starting with shooter 4. Sudden death means the first team to score without the opposing team scoring, wins. This process will continue indefinitely until a non-tie situation exists. If the score remains tied after attempts from all shooters on a team, the order returns to shooters 1-3 and so on. The shooting order cannot be changed during the shootout.

3. Goaltender substitution once the "shoot out" process has begun is not permitted unless an injury occurs.