



Welcome to the 2025 Stars & Stripes Thanksgiving 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 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,

8U DIVISIONS

- All games will be played on a full sheet of ice.
- Games will be played using a 2-man referee system.
- All games will be played 5-v-5 plus a goalie.
- A scorekeeper and timekeeper will be provided for each game.
- Each team must have a parent volunteer in the penalty box.
- The home team will wear light color jerseys, and the visiting team will wear dark color jerseys.

Stars & Stripes enforces the USA Hockey **ZERO TOLERANCE POLICY**. Decisions of the Officials and the Tournament Directors are final.

Game times will consist of 3, 11-minute, stop time periods. A 5-goal lead in the 3rd will result in a running clock until the lead falls to less than 3-goals.

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 3-minute warmup. The warmup will commence once referees are on the ice.

A 1-minute break will be given between periods.

Each team will be allowed one, 1-minute timeout per game.

Penalty lengths: Minor penalties are 1 minute, and 30 seconds. Major penalties are 4 minutes. Misconduct penalties are 8 minutes.

Round Robin 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, the game will end in a tie. If a player is serving a penalty at the end of regulation, that penalty will continue into overtime and the overtime period will begin as a 4-v-3 power play. **PENALTIES DURING OVERTIME** When a team receives a penalty during overtime, that team will skate shorthanded 4-v-3 during this time. If that same team receives another penalty, while the time of the first penalty is still being served, the teams will skate 5-v-3. Once the first player's penalty has expired, the player will enter the ice, and the teams will play 5-v-4 until the next stoppage of play. During this stoppage, the teams will then go back to 4-v-3 power play and the player still in the box will enter the ice once their respective penalty has expired and the teams will skate 3-v-3.

Round Robin Points: 3 points will be awarded for a win, 2 points for an overtime win, 1 point for an overtime loss, 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. Fewest Penalty Minutes
5. Coin Toss

“Special exceptions” scenarios and “tie breakers”

1. 4 team division, 3 teams are tied with identical records. The 4th team in the division has 0 wins and 3 losses or 3 wins and 0 losses. Since the 3 tied teams have identical win and loss records in preliminary round games, “head to head” competition is no longer valid. “tie breakers”, 2, 3 & 4 are then applied using scores involving games between the tied teams. If still tied, “tie breaker” 5, a three-way coin toss will take place. The two teams possessing a similar result will advance. If only 1 playoff spot exists, the 2 remaining teams will repeat the coin toss.

2. Division 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.

3. 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 first three rounds, 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 shootout.

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