



2026 Turkey Day Classic Tournament Rules

Rosters and Governing Rules

1. USA Hockey Rules will be in effect for this tournament
2. All participating teams must be in good standing with USA Hockey.
3. Each participating team will submit an official USA Hockey roster with final payment. Each tournament player may be required to produce a birth certificate or record of baptism at least one (1) hour before the first scheduled game. Players who cannot fulfil this requirement may be excluded from play.

General Conduct

4. Coaches are fully responsible for the conduct of their teams ON AND OFF THE ICE, including in the spectator area, locker rooms, common areas of the rink, and surrounding grounds.
5. The Turkey Day Classic Tournament (TDCT) and Woburn Youth Hockey (WYH) will not absorb or reimburse any fees for emergency care, hospitalization, ambulance transportation, medication, supplies, or any other expenses arising from participation in the

tournament. All participating teams must maintain active and sufficient liability and personal injury insurance coverage.

6. Good sportsmanship toward all participants during and after each game is expected from all participants and spectators. Any participant or spectator exhibiting poor conduct or sportsmanship is subject to removal from the tournament and the arena grounds.

Tournament Games

7. All teams should arrive 45 minutes prior to their first game for mandatory sign-in by a team representative. Failure to properly sign-in may result in forfeiture of games.

8. This is a divisional round robin tournament. Each team will play three guaranteed round robin games and one playoff game. The TDCT and WYH are not responsible if a team does not play any of its scheduled games due to circumstances beyond the control of the TDCT and WYH including, but not limited to, failure of an opponent to appear for a game, weather disruptions, significant disruptions to rink operations, and other such circumstances.

9. Each team will occupy the player bench closest to its locker room.

10. The visiting team for each game will wear vests of a suitable distinguishing color/design if the jerseys of the teams are judged by the game officials to be insufficiently distinguishable during play.

11. All games will start at the time scheduled. A five (5) minute grace period for a late arriving team, except in the case of a scheduling error, will be observed from the time the Zamboni leaves the ice. If the late team is then unable to start the game, they will forfeit the game to their opponent. A forfeited game score will be 1-0.

12. There will be a three (3) minute warm-up period prior to each game.

13. All round robin (Friday and Saturday) games will consist of three (3) 12-minute “stop time” periods, or one (1) hour from the time the Zamboni leaves the ice, whichever occurs first. During round robin games, if the score differential reaches five (5) goals, “running time” will commence during which the game clock will not stop. If the goal differential subsequently becomes less than five (5) goals at any time during the game, the timekeeper will resume “stop time”. In the event of player injury, “running time” will commence after five (5) minutes of game delay.

14. Round robin games may end in a tie. No overtime or shootout will occur to break a tie at the end of regulation time in a round robin game.

15. There will be no time-outs during round robin games.
16. Penalty time during all round robin and playoff games will be assessed as follows: Minor penalty = 1.0 minute; Major penalty = 5 minutes; Misconduct penalty = 10 minutes.
17. Any player assessed a penalty for fighting will be ejected for the remainder of the tournament.
18. Championship and Consolation playoff games will consist of three (3) 12-minute “stop time” periods in regulation time.
19. There will be no time-outs during Consolation playoff games.
20. During Championship playoff games, each team will have one 90-second time-out per game which must be used during regulation time.
21. Consolation playoff games may end in a tie. No overtime or shootout will occur to break a tie at the end of regulation time in a consolation game.
22. Championship playoff games may not end in a tie. In the event of a tie at the end of regulation time, the winner of the game will be determined by:
 - (a) Playing up to two (2) 5-minute, “stop time”, sudden death overtime periods. Special rules for overtime play: (i) Teams will change ends between overtime periods. (ii) Penalties assessed during regulation time and overtime will carry forward from one period to the next. (iii) No rest period or intermission will occur between overtime periods. (iv) No time-outs are allowed during overtime periods.
 - (b) If the game is still tied after overtime play, a shootout. Shootout rules are as follows: (i) Each team will select 5 players and designate them 1-5 in shooting order. (ii) The home team may elect to shoot first or second. (iii) Each of the 5 designated players for each team will shoot, with shooters alternating between the teams. (iv) If either team amasses an insurmountable lead during the 5-player phase of the shootout, that team is declared the winner. (v) If the game is still tied following the 5-player phase, the shootout will enter a sudden-death phase in which each coach will designate successive shooters one-by-one, with teams continuing to alternate shots. If either team scores and the other team does not during its turn in the sudden-death phase, the team that scores is the winner. Each team’s players must shoot an equal number of times before any player from the team can be selected to shoot again.

Tiebreakers

23. In each tournament division, the Consolation playoff game will be played between the 3rd seeded team and the 4th seeded team after round robin play concludes. The Championship playoff game will be played between the 1st seeded team and the 2nd seeded team after round robin play concludes.

24. Seedings within each division will be determined by accumulated points during round robin play. Points will be accumulated during round robin games as follows: Win = 2 points; Tie = 1 point; Loss = 0 points.

25. Within a division, if two or more teams are tied with the same number of points following round robin play, the ties will be broken according to the following rules:

(i) Ties will be decided in top-down fashion. For example, if two teams are tied for first place, the tie will be broken to establish one team as the first place finisher and the other team as the second place finisher. The other teams in the division cannot finish higher than third place. If two teams are tied for second place, the tie will be broken to establish one team as the second place finisher and the other team as the third place finisher. The other teams in the division will be first place and fourth place finishers. If three teams are tied for first place, the tie will be broken to establish one team as the first place finisher, one team as the second place finisher, and one team as the third place finisher. The other team in the division will be the fourth place finisher.

(ii) A point tie between two teams in a division will be decided according to the following criteria, in successive order, across all round robin games in the division: (a) outcome of the head-to-head game between the point-tied teams; (b) fewest goals allowed; (c) largest goal differential; (d) fewest penalty minutes; (e) a coin toss conducted by the Tournament Committee, with the visiting team during the head-to-head game making the call of the toss.

(iii) A point tie between three or more teams in a division will be decided according to the following criteria, in successive order, across all round robin games in the division: (a) most accumulated points in head-to-head games among the points-tied teams, provided that all points-tied teams have played the same number of head-to-head games against teams with whom they are tied; (b) fewest goals allowed; (c) largest goal differential; (d) fewest penalty minutes; (e) a drawing of straws conducted by the Tournament Committee.

26. In the event that a team which has qualified for the Championship playoff game in a division cannot play, the Tournament Committee may, at its discretion, elevate the next-highest seeded team in the division to play in the Championship playoff game. If elevating the next-highest seeded team results in cancellation of a Consolation playoff game, the TDCT and WYH are not responsible for the cancellation, as set forth in Rule 8.

27. The Tournament Committee may, at its sole discretion, modify any rules and/or criteria for resolving point ties among teams, and may adjust tie-breaking outcomes, in the interests of fairness, to prevent gamesmanship (such as forfeitures), and to counteract poor sportsmanship. Such modifications are not grounds for protest or reimbursement.

Protests

28. Protests on all matters must be filed with the Tournament Committee or its representative in writing no later than one (1) hour after the completion of the game or incident that is the subject of the protest. Written protests must contain, to the extent reasonably ascertainable, all facts and circumstances upon which the protest is based, and a clear and unambiguous statement as to the desired action to be taken in the event the protest is favorably decided for the protestor. In the event a protest is related to an on-ice circumstance, game officials must be notified at the time the protest is filed. All protests must be accompanied by a \$100.00 fee disbursed in cash or via electronic funds transfer.

29. All protests will be decided solely and finally by the Tournament Committee. Protests that are timely filed and upheld in favor of the protestor will result in a return of the \$100.00 protest fee. Protests that are not upheld will result in forfeiture of the protest fee. Protests that are upheld are those for which the Tournament Committee decides that: (i) the protestor's position is correct on the merits; and (ii) the action requested by the protestor is appropriate under the circumstances.

30. Appropriate grounds for protest include, but are not limited to, improper application of rules, subject to the exclusions noted above. Inappropriate grounds for protest include, but are not limited to, on-ice judgment calls by game officials, decisions by the Tournament Committee which are within the jurisdiction of the Committee, and actions and circumstances which cannot be corroborated with appropriate factual evidence.