

Turkey Day Classic Tournament 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 tournament team will submit a “stamped” USA Hockey roster with final payment. Each tournament player may be required to produce a birth certificate or record of baptism one (1) hour before the first scheduled game. No one will be allowed to play without having this requirement.
4. All Teams should arrive 45 minutes prior to their first game to sign-in. All players, coaches and managers MUST sign-in. Failure to comply may result in forfeiture.
5. This is a divisional round robin tournament. You will be playing three games guaranteed. WYH is not responsible if a team does not play in each game due to circumstances beyond its control. For example: if a scheduled team does not show up to play due to weather, etc.
6. All games will start on time. 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 with a full team, they will forfeit the game and the opponent will be awarded the win. A forfeited game score will be 1-0.
7. There will be three (3) minute warm-up period prior to each game.
8. Consolation and Championship games only – One timeout per game per team.
9. Games will be three (3) 12-minute “stop time” periods, or one (1) hour from the time the Zamboni leaves the ice, whichever occurs first. During these games, once the score differential reaches five (5) goals, the timekeeper will notify the game officials and both coaches that “running time” will commence. If the goal differential subsequently becomes less than five (5) goals the clock will resume “stop time”. In the event of player injury “running time” will commence after five (5) minutes.
10. Penalty time will be as follows: Minor = 1.0 minute, Major = 5 minutes, Misconduct = 10 minutes.
11. Any player assessed a penalty for fighting will be ejected for the remainder of the tournament.
12. Championship Playoff Game opponents will be determined by the team with the most points. Points are accumulated as follows: Win=2, Tie=1, Loss=0 points. The two top teams in each tournament division will compete in a Championship Playoff Game. In the event that a team, which has qualified for the Championship Game, cannot play for any reason, the Tournament Committee reserves the right to select the next highest qualifying team from that Division to play in the Championship Game.
13. A point tie between two (or more) teams for the Championship Playoff Game position will be broken by: 1. Winner in head-to-head; 2. Fewest goals against; 3. Most goals for; 4. Fewest penalty minutes; 5. Coin toss.
14. The Championship Playoff Game will be three (3) 12-minute “stop time” periods.
15. If there is a tie at the end of regulation time in the Championship Playoff Game, the winner will be determined by: A. Playing up to two (2) 5-minute “stop time” sudden death overtime periods. 1. Teams will change ends between periods; 2. Penalties will be carried forward to their completion; 3. No rest period between periods; 4. No time-outs will be allowed. B. If there is no

winner the following will occur: 1. Alternation team penalty shots. Penalty shot procedures rules will apply. Each team coach will choose the first five (5) players who are to participate in a designated order of one to five. The first team to shoot will be determined by the toss of a coin. The coin toss winner may choose to shoot first or second; 2. The first chosen player from the team to shoot first will take the penalty shot. The first player of the second team will then take their shot. Any goal advantage by either team at this point will designate the declared winner; 3. This process will continue until all five (5) players from each team have had their penalty shot. If a winner has still not been declared, the player choosing by the coaches will occur again. 4. The coaches may not choose any player who has previously shot until all players except the goalies have taken a penalty shot for their team. If a winner has still not been declared, then the coaches may include those previously chosen players once each until the group has been expended again.

16. The designated "Home" team will take the players' bench closest to the locker rooms.
17. The designated "Visitor" team will wear yellow vests if team jerseys are not distinguishable.
18. 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 being protested. Written protests must contain all facts. Officials must be notified at the time of the protest so that it may be announced to all officials and the public. All protests must be accompanied by \$100.00 in cash. If the protest is found in your favor, the \$100.00 will be refunded. If the protest is lost the \$100.00 will be forfeited. ON ICE OFFICAL JUDGEMENT CALLS ARE NOT A GROUND FOR PROTEST.
19. Coaches are completely responsible for the conduct of their team ON AND OFF THE ICE, including the spectator area, locker rooms and school grounds.
20. Regarding accidents or injuries, the tournament will not cover any hospital fees, medications, ambulance transportation or any other expenses. All programs participating should have liability and personal injury insurance. A representative of each team must sign a waiver of liability indemnifying WOBURN YOUTH HOCKEY prior to the start of the tournament.
21. Good sportsmanship and a friendly handshake at the end of each game will be expected. Coaches and referees will monitor the teams.