

# 2021 THANKSGIVING EXTRAVAGANZA TOURNAMENT RULES

## USA HOCKEY

As a USA Hockey-sanctioned tournament, all USA Hockey playing rules apply. The sanction number for the tournament is: 21.22-CS-22

## GAME JERSEYS

The designated home team will wear DARK jerseys; the away team LIGHT.

## ROSTERS

All players, coaches & staff participating in the tournament must be rostered on their 2021-22 in-season USA Hockey roster ("tournament team" rosters are not permitted unless approved by the tournament director). Players may NOT play on more than one team/roster during the tournament.

If a "tournament team" roster is submitted, players who play at a higher level during the season may not "play down" in the tournament. For example: A 12U AAA player may not play on a 12U AA/A/BB or B roster; a 12U AA player may not play on a 12U A/BB or B roster; a 12U A player may not play on a 12U BB or B roster; a 10U-aged player who plays at the 12U level may not play on a 10U roster.

## LENGTH OF GAMES

All full-ice games will consist of 3, 13-minute stop-time periods.

## OVERTIME/SHOOTOUT PROCEDURES

***All games will be played to a winner.*** If the game is tied after regulation play, there will be a 5-minute 3-on-3 sudden-death stop-time overtime period (this applies to all pool-play, semifinal & consolation games).

If the game is still tied after the overtime period, it will then proceed to a 3-man shootout. If the game is still tied after the shootout, it will then proceed to a sudden-death shootout.

In case of championship games, the teams will continue to play 1, 13-minute 5-on-5 sudden death stop-time overtime period until a winner is declared. If the championship game is still tied after the overtime period, the game will proceed to a 3-man shootout. If the game is still tied after the shootout, it will then proceed to a sudden-death shootout.

**SHOOTOUT:** Each team will select three shooters and a goaltender from their roster. The team with the most goals after three shots will be declared the winner. If still tied, the shootout will continue using an additional skater from each team until a winner is declared. No player may shoot a second time until the team with the least number of players on its bench has used all its players.

## **RUNNING TIME**

If during the course of any game either team has a 7-goal advantage, the game clock will be changed to "running time" for the duration of the game without regard as to which period in which the 7-goal advantage occurs. In the event of "running time," continue to record the actual score of the game on the scoresheet only.

Once a "running-time" clock is instituted in a game, the clock will only be stopped if the referee instructs the timekeeper to stop the clock. Furthermore, "running time" will remain in effect for all of the remaining time in the game even if the losing team at the time scores goals to decrease the original 7-goal deficit.

In the event a penalty is called during "running time," the start of the penalty will be the time of the ensuing faceoff. The duration of the penalty will be 3 minutes running time. Should the penalty time expire during a stoppage of play, the penalized players may not return to the ice nor may the penalized team place an additional player on the ice until play has resumed.

## **TIMEOUTS**

Each team may call 1, 30-second timeout each game.

## **STANDINGS - POINT SYSTEM**

REGULATION/OVERTIME/SHOOTOUT WIN: 2 POINTS

OVERTIME/SHOOTOUT LOSS: 1 POINT

REGULATION LOSS: 0 POINTS

## **GOAL-DIFFERENTIAL**

All games will be capped at a 7-goal differential. For example, if a team wins a game 10-2, it will be recorded as a 9-2 final score.

## **TIE-BREAKERS**

If two or more teams have an equal number of points after pool/round-robin play, their position in the standings shall be determined by the following tie-breaker formula:

If one of the tie-breakers establishes a position for one team, that team is placed in the applicable position. Once that team is placed, the remaining tied teams shall start the tie-breaking process over again at Step 1. If all teams have not played each other, proceed directly to Step 2.

### **1) The results of the games played between the tied teams in the following order:**

- a) Most points (head-to-head)
- b) Most total wins (whether in regulation, overtime or shootout)
- c) Best goals-for/goals-against differential
- d) Fewest goals-against

### **2) If after applying the formulas of 1 a, b, c or d the tie still exists, the results of all games played in the following order:**

- a) Most total wins (whether in regulation, overtime or shootout)
- b) Best goals-for and goals-against differential total from all games played
- c) Fewest goals-against from all games played