



J Serra Catholic High School Thanksgiving Invitational Rules

1. USA Hockey playing rules will apply except as noted herein.
2. Fighting: Any major fighting penalty will result in an automatic 1 game suspension and may result in automatic suspension from the tournament. Any gross or match penalty will result in automatic suspension from the tournament.
3. Timing: All games must begin on time, teams are required to be prepared to play at least 15 minutes prior to scheduled start time in the case that the tournament schedule is ahead.
4. Equipment: All players participating must wear protective equipment that meets USA Hockey/Hockey Canada requirements.
5. Jerseys: Home team is listed first on the schedule and will wear white/light jerseys.
6. Locker Rooms: Locker rooms will be assigned to teams at the front desk and keys will be issued 30 minutes prior to the game. Teams will be responsible for any damages done to the facility.
7. Rosters: Official USA Hockey/Hockey Canada roster is required for all teams (including jersey numbers). No coaches will be allowed on the bench that do not appear on the team's official roster.
8. Scoring Format: During pool play teams will receive 2 points for a win, 1 point for a tie, and 0 points for a loss. There will be no overtime during pool play. In the case of a tie in points after the completion of pool play the order of finish for each bracket will be determined by:
 1. Most Wins
 2. Head To Head (if 3 or more teams are tied go to 3)
 3. Goal Differential (maximum of 8 goals per game differential)
 4. Most Goals Scored
 5. Least Goals Against
 6. Least Penalty Minutes
9. Game Format: All games will consist of three 17 minute stop time periods for Varsity & Elite divisions and three 15 minute stop time periods for JV. Ice will be resurfaced every 2 periods at which point teams may return to their locker rooms. In the case of a 5 goal differential at any point in the 3rd period, the game will go to running time. The game will only return to stop time if it returns to a 2 goal differential and only during the final 2 minutes of the period.
10. **Overtime (Semi-Finals & Finals Only): 4 on 4, 5 minute running time period. If still tied, 3 player shootout. Each coach is to select 3 players to shoot, most goals wins. If tied after round of 3, it becomes single player sudden death shootout until winner is determined. No player may shoot twice until all players have shot once.**

Overtime (Quarter Finals): Quarter final games that are tied at the end of regulation will immediately advance to a 3 player shootout. Each coach is to select 3 players to shoot, most goals wins. If tied after round of 3, it becomes a single player sudden death shootout until winner is determined. No player may shoot twice until all players have shot once.
11. Teams will receive one 1 minute timeout during Semi-Finals and Finals only, no timeouts permitted during pool play.
12. The rules committee reserves the right to modify a rule herein which is deemed not in the best interest of the tournament. The decision of the rules committee and tournament director is final.