



## **2025 Turkey Shootout Rules**

- 1. Have Fun!**
- 2.** Current USA Hockey and Alaska State Hockey Association playing rules will be enforced. All participants (players, coaches, managers) must be duly registered with USA Hockey and on their Association's sanctioned and approved 1T. A maximum of 4 coaches (including student coaches) are allowed on the bench at any time.
- 3.** Only the personnel designated as scorekeeper, timekeeper, and penalty box officials are permitted in their respective areas.
- 4.** There shall be no noise makers permitted during any tournament games.
- 5.** Ice resurfacing will be done only prior to each game start time.
- 6.** Game time plus 5 minutes is forfeit time unless the Tournament Committee determines that a team failed to appear before the forfeit time due to circumstances beyond its control. The score of any game that the Tournament Committee declares as a forfeit will be 8-0 if one team is on the ice. Any team that intentionally forfeits a game will not be allowed to advance to a Quarterfinal, Semi-final, and Championship.
- 7.** The tournament will provide pucks to be used in warmups and for games.
- 8.** The first year listed on the game schedule will be the Home team. When there is a jersey color conflict, the Visiting team will be required to wear contrasting pullovers. In the Championship game, the team listed first will be the home team, unless the team listed second finished higher in the standings in the SAME original division or conference than the team listed first. (For example, if seed #1 and seed #2 from the same original division or conference both advance through to the championship and the #2 seed is listed first, the #1 seed would then be declared the home team).
- 9.** Teams should use the locker rooms assigned by the tournament committee for all games. Due to a shortage of locker rooms at Ben Boeke Arena, teams must remove all items from the locker room when going on the ice for games played there.
- 10.** Backup Goaltenders: The tournament will not provide a pool of backup goaltenders. If a team's goaltender is unable to play in a tournament game due to circumstances beyond the team's control and the team has only one goaltender, the team may use a substitute goaltender from a team of the same or lower age division and tier. In all cases, when a team will use a goaltender that is not on the team's tournament roster, it must be approved by the tournament committee.

**11. Game times:** Teams must wait until the referees are present before going on the ice. 3-minute warm-up followed by 12 – 12- 12 STOP CLOCK periods for all games. If the goal differential in any game becomes 6 goals or greater in the 3<sup>rd</sup> period, the game will go to a running clock. If at any time, the game returns to a goal differential of 5, the game will return to a stop clock. Consolation games will go to a running clock if they would otherwise run over their 1-hour time limit, regardless of if there is a 5-goal lead or not.

There will be a 1-minute break between each period in all games

Each team will be permitted one 1-minute timeout in championship games only. No timeouts will be allowed in round-robin, quarterfinal, semi-final and consolation games.

**12.** All round robin and consolation games will end in ties if the score is tied after regulation play.

**13.** End of Game Procedures: When the game ends and the handshake is completed, the visiting team will depart the ice surface first by the exit door nearest the visiting team’s bench. The home team shall proceed to their players’ bench until the entire visiting team has left the ice surface.

**14.** Standings: During the preliminary round each team will be awarded 2 points in the standings for a win, 1 point for a tie and 0 points for a loss. Sportsmanship Rule: If a team wins by 10 goals or more, that team will lose one (1) point in the standings.

**15.** Tie Breakers: If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tiebreaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed (or teams are placed), the remaining tied teams shall start the tiebreaking process over again at step A. the tie-breaker formulas are as follows.:

**a.** The result of the games played between the TIED TEAMS in the following order:  
(Note: the following “Head-to-Head” tiebreakers will only be applied when all the teams involved in the tie have played each other. Exception: If there is a 3-team tiebreaker and one team has beaten the other two teams., that team wins the tiebreaker. The remaining two teams will start the tie-breaking process over again. A maximum of +8 for a win or -8 for a loss goal differential is allowed for any one game (Example: 15-2 = 10-2)

1. The standings points acquired in these games (head-to-head)
2. Goal Differential: Subtracting the sum “Goals Against” from the sum “Goals For” in all games between the tied teams with a maximum goal differential of +8 for a win or -8 for a loss to be applied to the tiebreaker for any one game. (Example: 15-2 = 10-2)
3. Quotient: Dividing the “Goals For” by the “Goals Against” in games between tied teams, their position being determined in order of the greatest quotient \*using scores with +/- 8 max goal differential)

4. Least Total Goals allowed in games between tied teams.
  5. Period Points (won by each team): 2 points for each period won, 1 point for each period tied, 0 points for each period lost
- b.** The result of ALL GAMES played in the following order:
1. Goal Differential: Subtracting the sum “Goals Against” from the sum “Goals For” in ALL games played by each of the tied teams with a maximum goal differential of +8 for a win or -8 for a loss to be applied to the tiebreaker for any one game. (Example: 15-2 = 10-2)
  2. Quotient: Dividing the “Goals For” by the “Goals Against” in ALL games, their position being determined in order of greatest quotient (using scored of +/- 8 max goal differential.
  3. Least total goals allowed in ALL pool play games
  4. Period Points Won by each team: 2 points for each period won, 1 point for each period tied, 0 points for each period lost.
  5. Fewest penalty minutes: The team with the fewest penalty minutes using all of the games played by the tied teams will be ranked the highest.
  6. Coin Toss
- 16.** Quarter-final, Semi-final and Championship Games that are tied after regulation will play a 5-minute sudden death overtime period played 3 on 3 (plus goaltenders). If a penalty occurs, the team that goes on the power play gains a skater. If the team on the penalty kill commits another penalty, it will be 5 on 3. When the penalty expires, that player can go on the ice and the teams will play 4 on 4 until the next whistle. If the game is still tied after overtime, there will be a 5-player shootout. If the game is still tied, there will be a sudden death shootout, alternating through the rosters until everyone, except for the goaltenders, has shot. The original five shooters cannot shoot again until everyone on the roster has had a turn. Any player serving a penalty that has not expired at the end of the 5-minute sudden death overtime period is not eligible to participate in any aspect of the shootout procedure.
- 17.** Individual awards will be presented to the first and second place teams after each championship game.
- 18.** The Tournament Discipline Committee will be the standing AHA Discipline Committee.
- 19.** No game protests will be allowed. In the event that unforeseen circumstances beyond the control of the Tournament Committee prevent a game from being played at the scheduled time (for example, if referees are not available as scheduled), every effort will be made to re-schedule the game. If it is not possible to reschedule the game due to time, ice availability or other constraints, it will be recorded as a 0-0 tie for determining tournament standings. All decisions of the Tournament Committee are final.
- 20.** Players may only participate on one team in the tournament except for girls that have been approved by ASHA to play on a Rec A team and on an all-girls team. Any other exceptions must be specifically granted by the Tournament Committee. No substitutions or additions to rosters will be allowed without prior consent to the Tournament Committee. No player

currently rostered on a Tier I or Tier II YOUTH team (including Majors and Minors for 10U and 12U levels) is allowed to participate on a YOUTH rec team in the tournament unless there is an extenuating circumstance approved by the tournament committee.

- 21.** Since this a recreational tournament, all coaches will be expected to equalize playing time for each player as much as possible as agreed to by each team on the Tournament Entry Form. Every child who plays a sport deserved the opportunity to experience the excitement of being on the ice during the final minutes of a closely contested game. Teams with two full-time goaltenders will be expected to play both goaltenders equally over the course of the team's tournament games.
- 22.** The AHA Turkey Shootout is fun tournament to be enjoyed by all participants – players, coaches and spectators. Spectators who do not abide by USA Hockey's Spectator Code of Conduct may be asked to leave the arena.
- 23. HAVE FUN!**