

## **2013-2014 TOURNAMENT RULES**

### **DETROIT LAKES YOUTH HOCKEY ASSOCIATION**

1. USA Hockey registered officials will work all Tournament games.
2. A medical attendant will be present at all Tournament games.
3. USA Hockey Playing Rules as modified by Minnesota Hockey and by DLYHA (as specified within) will be used in all tournaments.
4. Canadian teams must wear protective equipment as designated by Hockey Canada.
5. USA Hockey's Zero Tolerance Policy will be in effect for the entire Kent Freeman Arena complex during the course of the tournament. On-ice officials, off-ice officials and Tournament Committee members will work to ensure that good sportsmanship ideals are followed by all in attendance. Unsportsmanlike behavior can result in sanctions up to expulsion from the Tournament and the complex.
6. Team rosters shall be a maximum of twenty (20) players and four (4) coaches. The maximum numbers of players from that team that can dress as skaters for a single game is eighteen (18).
7. The DLYHA Tournament committee will require Certificates of Birth, signed USA Hockey Official Team Rosters, current, age-level appropriate coaching cards and proof of insurance upon check-in before a team is allowed to take the ice.
8. Minnesota Hockey age rules apply in the tournament and out-of-state or Canadian teams may be playing against players up to six (6) months older than they are.
9. Teams should arrive at the Kent Freeman Arena complex no less than forty-five (45) minutes prior to each scheduled game time.
10. Teams will be assigned a locker room upon arrival to the Arena complex. Team personnel will be issued a key and will be responsible for securing the room at all times.
11. All teams will play a minimum of three (3) games. DLYHA reserves the right to increase or decrease the number and time of games played due to teams dropping out, added or reduced number of teams or any other circumstances or events.

12. Teams listed first in a round-robin format or on top in a bracket format will be considered the home team and shall wear their light-colored jerseys.

13. All DLYHA Tournament games shall consist of three (3) fifteen (15) minute periods of actual playing time. There shall be a five (5) minute warm-up period prior to each game. Teams may be on the ice and begin warm-ups without the presence of game officials. There shall be rest breaks of one (1) minute duration between each period, before any overtime period and before the shootout round begins. Each team is permitted only one (1) sixty (60) second timeout in a game.

14. All minor penalties issued in DLYHA Tournament games will be one minute, thirty seconds (1:30) in duration.

15. If during the third (3<sup>rd</sup>) period a team leads by a margin of six goals or more, running time shall commence and the game clock will remain running and will only stop at the discretion of the referee. The goal differential must return to less than five (5) goals before stop time shall again begin.

16. The ice shall be resurfaced after every two periods of play. The ice shall not be resurfaced prior to any overtime period or shootout round.

17. The USA Hockey two-official system will be used in all DLYHA Tournaments. The exception would be in the Bantam A Tournament where, at the discretion of the Tournament committee or the DLYHA Referee-In-Chief, either the two-official or three-official (one referee, two linesman) system shall be employed.

18. No protests are permitted regarding rules interpretation or judgment calls made by an official. All Officials' and Tournament committee decisions are final.

18. The DLYHA Tournament committee will provide quality pucks for use in all games and for both teams to use during the warm-up period.

19. TIE BREAKER METHOD – **BRACKET PLAY**

For each game, a winner must be determined. If a tie score exists at the end of the game, the following procedure shall be used:

- A. One (1) minute rest.
- B. One (5) minute Overtime period, five on five, first goal wins.
- C. One (1) minute rest before Shootout. A coin toss will determine first team to shoot.
- D. 3 on 3 Shootout, most goals wins, if tie results continue with E.

- E. 1 on 1 Shootout, if one teams scores and other does not, team scoring is declared winner.
- F. Repeat Letter E until a winner is determined.
- G. All skaters dressed must shoot first before a previous shooter may reenter. The goalie may be substituted at any time between shots.

## 20. TIE BREAKER METHOD – **POOL PLAY**

### **Tied Games**

For each game, a winner must be determined. There will be no overtime in the pool play games. If a tie score exists at the end of the game, the following procedure shall be used:

- A. One (1) minute rest before Shootout. A coin toss will determine first team to shoot.
- B. 3 on 3 Shootout, most goals wins, if tie results continue with C.
- C. 1 on 1 Shootout, if one teams scores and other does not, team scoring is declared winner.
- D. Repeat Letter C until a winner is determined.
- E. All skaters dressed must shoot first before a previous shooter may reenter. The goalie may be substituted at any time between shots.

### **Pool Standings**

The standings in a pool shall be determined on the basis of two (2) points for a win, one (1) point for a shootout loss and zero (0) points for a loss.

If two or more teams have an equal number of points, their position shall be determined by:

- A. The results of the games played between the tied teams in the following order:
  - 1. The points acquired in these games (Head to Head).
  - 2. Subtracting goals scored against from goals scored in all pool games. Their position shall be in the order of greatest surplus.
  - 3. If teams are still tied, then the team with the fewest goals against will advance.
  - 4. If teams are still tied, the team with the fewest penalty minutes during all games in pool play will advance.
  - 5. If teams are still tied, a coin flip will determine team to move on.
- B. When the tie involves three or more teams, each formula shall be applied in succession (2, 3, 4, 5) until one formula determines the position in the standings of all the teams involved.

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