



## **2026 Iron Cup Tournament Rules**

*The Davis County Youth Hockey Association (DCYHA) intends to provide fun and competitive games for all participants and spectators during the Iron Cup Tournament.*

**ZERO TOLERANCE and the USA Hockey Code of Conduct for all Players, Coaches, Parents, and Spectators will be enforced:** We expect that everyone shows good sportsmanship and respect to officials, players, and coaches. There will be “zero” tolerance for verbal abuse to officials, and inappropriate spectator behavior towards opposing teams or opposing spectators. At any time, an official or the tournament director may remove a spectator from the rink for violating these rules.

It is the responsibility of the coach and team manager to control their respective team and their spectators and to ensure they exemplify good sportsmanship. Coaches, Team Managers, and Parent Volunteers should be familiar with the USAH coaching Codes of Conduct in the USA Hockey *Official Rules of Ice Hockey*. The USA Hockey Code of Conduct standards can be found here: -Codes of Conduct ([Codes of Conduct](#))

The 2026 Iron Cup Hockey Tournament is a USA Hockey-sanctioned tournament; USA Hockey Rules will govern hockey play. All games will be officiated by USA Hockey-certified ice officials. For a complete list of USA Hockey’s rules, follow this link - USA Hockey Officiating Rulebook Mobile Site ([USA Hockey Mobile Rulebook](#))

### **Damage to the rink and/or facilities:**

The repair and replacement costs involved with damage done to any property at any ice arena, hote, or other facility will be the responsibility of the team(s) and the individual(s) causing such damage. Immediate arrangements for restitution must be made and violations of this rule are cause for disqualification from the tournament and the incident may be reported to the team’s local, State, or Regional governing hockey body.

### **1. Player/Coach Check-In and Safety Guidelines:**

*Players, Coaches, and Team Managers will need to check in at the Check-In Table before each game.*

**ALL PLAYERS, COACHES, AND STAFF MUST BE ON THE USA HOCKEY ROSTER TO ENTER LOCKER ROOMS AT THE 10U, 12U, 14U, and GIRLS AGE DIVISIONS.**

At the 8U Age division, Players and coaches must be USA Hockey rostered and each player may be accompanied by 1 adult for the duration of the tournament.



Cowbells, horns, or any other loud device are not allowed in the facilities during the Iron Cup tournament.

These regulations are in place to protect the safety of all players participating in the Iron Cup Tournament.

## **Tournament rules and format (10U, 12U, 14U, & Girls Divisions)**

1. **The home team will wear dark jerseys.** If a team does not have two sets of jerseys, it is the team manager and coach's responsibility to notify the opposing team and referees of any necessary change before game time.
2. **Rosters:** To ensure compliance, all participating teams must provide the electronic link to their USA Hockey Official Team Roster, approved by their Associate Registrar. This roster serves as proof of proper registration for all teams and participants, guaranteeing that they are playing in the appropriate age classification. It is important to note that all teams, players, coaches, and team volunteers must be registered with USA Hockey and listed on the tournament roster. The Tournament Director will review the credentials before the first tournament game and may conduct subsequent checks to ensure ongoing compliance.
3. **Required Equipment:** Hockey equipment requirements per USA Hockey Rule 304: [Rule 304 | Protective Equipment](https://www.usahockeyrulebook.com/rule-304-protective-equipment) (usahockeyrulebook.com)
4. Starting August 1, 2024, players competing in youth, girls, high school, or junior hockey within USA Hockey are required to wear neck laceration protectors (NLPs) for all games and practices. In addition, on-ice officials under the age of 18 as well as players in all six disciplines within USA Hockey's disabled hockey program are also required to wear NLPs.
5. Per USA Hockey Rules and Hockey Canada Rules Agreement, all Canadian players must wear certified throat protectors.
6. **\*There will be one division, a Travel B or B. No A or Travel A and higher-level teams will be allowed to participate in the tournament.** No "ringers" allowed. No tier-level players are allowed in this tournament. No nationally bound teams or players on nationally bound teams are allowed in this tournament. Girl players may have some exceptions. Each team must provide a penalty box attendant for each game.



7. The penalty box attendant is considered part of the off-ice officiating team and is to behave impartially as outlined in the USA Hockey Guidebook. The penalty box attendant is to cooperate with the official scorer and timekeeper in adhering to the rules of the game. *Coaching from the penalty box is not allowed.*
8. All players must wear the required equipment according to USA Hockey rules. This includes neck laceration protection and mouth guards in the 12U and higher divisions. Those rules can be found here: [Rule 304 | Protective Equipment](#)
9. Teams will be awarded two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss. The round-robin portion of the tournament will not have tie-breakers (no overtime play or shoot-outs). If teams are tied at the end of the round-robin portion, the tie-breaking criteria will be based on:
  - Head-to-Head Outcome
  - Goals Against
  - Penalty In Minutes
  - Goals For
  - Coin toss by the tournament director, in this order.  
*\*A tiebreaker is only used to break one tie. In the case of a three-team tiebreaker, the tiebreaker will be used to select one team and a new tiebreaker will start over between the two remaining teams. A game misconduct will count as 10 minutes and a penalty shot will count as 2 minutes to count penalties in minutes.\**
1. All round robin games will consist of three (3), 13-minute stop time periods. It is up to the officials and the time clock personnel to determine if run time needs to happen to be able to stay in the designated time slot allocated for that game. **Games must remain on schedule. For this reason, please be prepared to start up to 15 minutes early of the scheduled game time.**
2. **To maximize ice time for gameplay, we will be using a running clock to begin all games (except 8u) and periods. When players take the ice to start play, the clock will start running from 16 minutes and continue to run until the first stoppage after play begins. Immediately at the end of each period, the clock will start running from 14 minutes and will continue to run until the first stoppage after play begins. Buzzers will sound at the 14 minute mark during the pre-game warmup and 13:15 mark between periods.**



3. Penalties will run for 1:30 for minor and 4 min for major infractions.
  
4. If at any time the goal differential between the teams reaches six (6), the game clock will go to run time and will only stop on whistles for the following:
  - Goal differential drops below 6
  - Goal is scored
  - Penalty is assessed
  - Injury time out
  - Team time out

**\*\* In trying to stay on time, the Tournament Director has the right to go to run time at their discretion during any period of the game. \*\***

5. There will be a three (3)-minute, pre-game warmup and one (1)-minute break between periods
6. Teams will be allowed one, one-minute time-out per game
7. There will be no ice resurfacing between periods.
8. Teams should be prepared to start 15 minutes before they're scheduled game time. This will give the tournament personnel time to conduct a roll call before each game.
9. Players may only be rostered in one age division (no double rostering) and only on one tournament team. *\*Exception to this rule applies to the Girl's division/teams.\**
10. No protests are allowed on officials' judgment calls. The officials ruling is final.
11. After the game, it is the responsibility of the head coach or his/her designee to review the scoresheet front and back to determine if any players or team officials are suspended or disqualified from participating in any future games.
12. The Tournament Director is the final authority for the interpretation of any tournament rules, and grievances regarding players, team officials, and spectators.



## **CONSOLATION & CHAMPIONSHIP GAME SPECIFIC RULES**

1. These games will consist of three (3), 14-minute, stop time periods. There will be a three (3)-minute warm-up before the game and 1-minute break between periods. There will be no ice make between periods.
2. If, after three periods, both teams are tied, we will proceed to a five (5) minute sudden-death overtime play. The game format will be 3 vs 3. At no point will a team have less than three (3) skaters on the ice at any given time. When multiple penalties are called on the same team, the offending players are to serve the called penalties.
3. If after the overtime, the game remains tied, we will proceed to a three (3)-player shootout. If the tie remains, each team will continue to shoot until a winner is named. No shooter shall shoot more than once until all other team members have taken a shot.
4. In the event of a shootout, any player serving a penalty will be carried over into the shootout, making that player ineligible to participate in the shootout.

## **Iron Cup Tournament 8U Division Rules**

### **Game Format:**

1. Games will be played 4 vs. 4 and a goalie (5 total). Goalies may not be pulled for an extra attacker.
2. The play will be Cross-Ice Play. There will be a hard board divider located on the blue line creating a smaller playing area in accordance with USA Hockey. **No Coaches are allowed on the ice during game play.**
3. The goals will consist of 4 1/2' x 3' "intermediate" nets
4. Blue Pucks will be used in all games
5. Games will consist of three (3), 12-Minute Periods with one minute intermissions
6. Shifts will be 2 minutes with 0:15 second stop time in between shift changes. This will be utilized for player line changes.
7. A Center-Ice face-off will take place after each goal



8. To maximize playing time, referees will spot pucks into an open defensive corner on goalie covers. To ensure fair restarts, at the referee's discretion, goalie covers may result in center-ice face-offs.
9. Rosters: To ensure compliance, all participating teams must provide the electronic link to their USA Hockey Official Team Roster, approved by their Associate Registrar. This roster serves as proof of proper registration for all teams and participants, guaranteeing that they are playing in the appropriate age classification. It is important to note that all teams, players, coaches, and team volunteers must be registered with USA Hockey and listed on the tournament roster. The Tournament Director will review the credentials before the first tournament game and may conduct subsequent checks to ensure ongoing compliance.
10. Required Equipment: Hockey equipment requirements per USA Hockey Rule 304: [Rule 304 | Protective Equipment](#) (usahockeyrulebook.com)
11. Starting August 1, 2024, players competing in youth, girls, high school, or junior hockey within USA Hockey are required to wear neck laceration protectors (NLPs) for all games and practices. In addition, on-ice officials under the age of 18 as well as players in all six disciplines within USA Hockey's disabled hockey program are also required to wear NLPs.
12. Per USA Hockey Rules and Hockey Canada Rules Agreement, all Canadian players must wear certified throat protectors.

### **Penalties:**

1. A USA Hockey-certified referee will be on the ice and call penalties
2. Minor penalties result in the offending player being sent off the ice, with no substitution being allowed. ***The offending team will be shorthanded.*** Minor penalties will terminate if a goal is scored against the offending team. The offending player still serves the full duration of the penalty. Emphasis is on 8U players should not be committing penalties. If a penalty occurs with less than one minute in the current shift, the penalty continues for the following shift. ***The penalized player must sit one full shift. Shifts are defined as a 2 minute period. Penalized players must sit for the 2-minute period following their penalty.***
3. Major penalties will result in removal from the game and being suspended from the remainder of the tournament.
4. Teams will be awarded two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss. The round-robin portion of the tournament will not have tie-breakers (no overtime, no shootouts). If teams are tied at the end of the round-robin portion, the tie-breaking criteria will be based on:



- Head-to-Head Outcome
- Goals Against
- Penalties In Minutes
- Goals For
- Coin Toss by Tournament Director, in this order.

*\*A tiebreaker is only used to break one tie. In the case of a three-team tiebreaker, the tiebreaker will be used to select one team and a new tiebreaker will start over between the two remaining teams. A game misconduct will count as 10 minutes and a penalty shot will count as 2 minutes for the purpose of counting penalty minutes.\**

## **8U IRON CUP TOURNAMENT – CONSOLATION & CHAMPIONSHIP GAME SPECIFIC RULES**

1. Should the championship game be within a one (1) goal differential in the last 6 minutes of play, all goalie covers will result in center-ice face-offs.
2. Championship game ties will be decided by Sudden Death over time of a five (5)-minute period. The game format will be 3 vs 3. At no point will a team have less than three (3) skaters on the ice at any given time. **All overtime penalties will result in a penalty shot.**
3. If after the overtime, the game remains tied, we will proceed to a three (3)-player shootout. If the tie remains, each team will continue to shoot until a winner is named. No shooter shall shoot more than once until all other team members have taken a shot.