

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 tournament. On-ice officials, off-ice officials and Tournament Committee members will work to ensure good sportsmanship ideals are followed by all in attendance. Unsportsmanlike behavior can result in sanctions up to expulsion from the tournament and complex.
6. Team rosters shall be a maximum of twenty (20) players and four (4) coaches. The maximum number of players from that team that can dress as skaters for a single game is eighteen (18).
7. The DLYHA Tournament Committee will require signed USA Hockey Official Team Roster to be shown at time of tournament check in.
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 always securing the room.
11. All teams will play a minimum of four (4) 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 (Please note that Detroit Lakes will be considered the HOME team until the final round of play).
13. All DLYHA Tournament games shall consist of three (3) fifteen (15) minute periods of actual playing time. There shall be 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.

a. Bantam Tournaments will be three (3) periods of seventeen (17) minutes of actual playing time.

14. All minor penalties issued in DLYHA Tournament games will be two minutes (2:00) in duration.

15. If, during the third (3rd) period, a team leads by a margin of six (6) 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 begin again.

a. In Bantam A Tournaments the clock will run in the 3rd period if a team leads by margin of five (5) goals or more.

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-man officiating system will be employed for most DLYHA Tournament games. At the discretion of the Tournament committee or the DLYHA Referee-in-Chief, the USA Hockey three-man system (one referee, two linesman) may be employed in select games.

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

19. BRACKET PLAY

A winner must be determined for each game, if a tie score exists at the end of the game the following Tie Breaker Method will be used:

A. One one (1) minute rest.

B. One five (5) minute stop-time overtime period, 4 on 4, first goal wins.

C. One one (1) minute rest before a shootout. A coin toss will determine the first team to shoot.

D. All skaters dressed must shoot before a previous shooter may reenter. The goalie may be substituted at any time between shots.

E. 3 on 3 shootout, the most goals win. If a tie results continue with F.

F. 1 on 1 shootout. If one team scores and the other does not, the scoring team is declared the winner.

G. Repeat letter F until a winner is determined.

20. POOL PLAY

There will be no overtime or shoot out wins in the pool play games. If a tie score exists at the end of the game, the following procedure shall be used:

Pool Standings

The standing in pool shall be determined based on three (3) points for a shut-out win, two (2) points for regulation win, one (1) point for a tie, and zero (0) points for a loss.

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

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

UPDATED 3/20/2021