

2008-2009 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 MH and by DLYHA (as specified within) and 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 a 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. There shall be rest breaks of two (2) minutes 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. If during the third (3rd) period a team leads by a margin of six goals or more, running time shall commence and the game clock will remain running and only stop for injuries or arena problems and only at the discretion of the referee. The goal differential must return to less than five (5) goals before stop time shall again begin.

14. 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.

15. The USA Hockey two-official system or three-official system (one referee; two linesmen) will be used in all DLYHA Tournaments. All games at the Bantam A level will employ the three-official system. No protests are permitted regarding rules interpretation or judgment calls made by an official. All Officials' and Tournament committee decisions are final.

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

17. 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. Two (2) minute rest.
- B. One (8) minute Overtime period, five on five, first goal wins.
- C. Two (2) minute rest. 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.

18. METHOD OF DETERMINING A CHAMPION – POOL PLAY

DLYHA Tournaments follow the Minnesota Hockey tie breaking procedure located on page 32 of the MH 2008/2009 Handbook with an example of the procedure on page 39.

The standings in a pool shall be determined on the basis of two (2) points for a win plus the Fair Play Point, one (1) point for a tie plus the Fair Play Point, zero (0) points for a loss plus the Fair Play Point. There will be no overtime in the pool play games. 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 these games. Their position shall be in the order of greatest surplus.
3. Dividing the goals scored in these games by the goals scored against. The position is determined by the greatest quotient.

B. If after applying the formulas of A1, A2 or A3, a tie still exists, A2 and A3 shall be applied using all the games played by each team.

C. When the tie involves three or more teams, each formula shall be applied in succession until one formula determines the position in the standings of all the teams involved.

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