MYHA 2026-2027
INVITATIONAL TOURNAMENTS

Rules and Regulations

General

- A team representative **MUST** check in at the tournament desk and verify your teams' roster in GameSheets prior to your first game being played in the tournament.
- All games will be played according to USA Hockey Rules as modified by Minnesota Hockey.
- USA Hockey Registered Officials will be used.
- Medical Attendants will be provided for each game.
- USA Hockey facemask, mouth guard, and neck guard rules apply. Canadian teams must wear protective equipment as designated by Hockey Canada, including neck guards.
- Twenty players may be rostered and dressed by each team for each game. No more than four coaches with appropriate USA Hockey/Hockey Canada certification will be allowed in the players' box while games are in progress.
- Tournament entry fees received from Canadian teams will be subject to U.S. exchange rate at time of deposit.

Credentials

- Online Credentialing will be completed NO LATER than the Friday 2 weeks before the tournament week (exp. Tournament Nov 20-22, 2026 – Online Credentialing due Nov 6, 2026). The following documents will be emailed to the tournament director **tournaments@moorheadyouthhockey.com**
- Required Credentials for USA Hockey teams:
    - Link to your District Approved Roster generated by the USA Hockey Registration System stamped that birth certificates have been verified.
- Required Credentials for Canadian teams:
    - Hockey Canada Approved Official Roster
- No player may play on more than one team in the Tournament regardless of registration, this includes a spare goaltender.
- Please note that Minnesota Hockey ages are based on June 1 through May 31 year, which is different than USA Hockey, which goes by the calendar year (January 1 through December 31). The age difference could result in a five-month age difference between teams from Minnesota and other states and Canada.

Concussion Protocol

- The Athletic Trainer assigned to the game has sole authority to remove a player from the game if the trainer determines the player has suffered a concussion.
- Athletic Trainers at MYHA tournaments are trained in concussion management and are fully qualified to administer the State Laws of Minnesota and USA Hockey rules governing concussions.
- If a player is diagnosed with a concussion at any time during the tournament, the "return to play" protocol will be followed and therefore that player will be medically ineligible for the remainder of the tournament. The exception would be proof of "Clearance" from a local medical provider.

Tournament Fees

- $1,650 for Squirt/10U
- $1,750 for PeeWee/12U
- $1,800 Bantam/15U
- $2,000 Junior Gold
- NO gate fees

Playing Rules

- Each game will consist of 3 - 15-minute stop time periods.
- The ice will be resurfaced every 2 periods of play during Peewee/12U/Bantam/15U/Junior Gold tournaments, Squirt/10U tournaments will be resurfaced after every game.
- A goal differential of 6 or more in the 3rd period will generate a running clock. If the differential becomes 5, stop time will resume.
- **Penalties:** Per MN Hockey Youth Rules and Regulations – Section VIII Rules
    - Jr Gold – Please also reference their Rules and Regulations on the JGHSL website
- All decisions of the referees are final. **NO PROTESTS ARE ALLOWED**.
- 5 minute warm up is allowed at the start of each game. Time starts 5 minutes prior to scheduled game time. Be ready to take the ice 5 minutes before your scheduled game time (for example, warmups will start at 7:55am for an 8:00am game).
- Warm up pucks will be provided by MYHA.
- No pucks will be allowed after warmups unless the team uses their timeout to warm up a replacement goalie, or to warm up a replacement goalie after an injury to the playing goalie.
- 1 – 60 second timeout per team per game, no additional timeout is given if the game goes to overtime.
- 3-minute rest time between periods with no resurfacing.

Tournament Format

- Bracketed Tournament
    - Bracket tournament games cannot end in a tie
    - In the case of a tie at the end of regulation there will be one 5:00 minute, 3 on 3 overtime period followed by a shootout if necessary (see overtime and shootout rules below)
- Pool Play Tournaments
    - Pool play tournaments will have preliminary pool play games with a point system that will determine the teams that qualify for the playoff round and the seeding order of those teams. All non-playoff qualifying teams will get scheduled for a "friendly" game to end their tournament
    - Preliminary round games can end in a tie. There will not be an overtime period or shootout for preliminary round games
    - Playoff round games cannot end in a tie and will follow the same overtime convention listed under bracketed tournament above

    - **Point system** for pool play will be as follows:

        - 2 points for a win
        - 1 points for a tie
          ** A forfeit is recorded with a score of 1-0. 2 points will be awarded to the winning team*

- **Tie Breakers** for Pool Play Point System:

    - used to determine the qualifying teams for the playoff round for teams that have the same number of points through the point system, and
    - used to determine the seeding order of the pool winners that have qualified for the playoff round with the same number of points (Pool winners are seeded first, followed by Wild Card qualifiers):
        - Head-to-Head
        - Goal Differential (max of 6 per game)
        - Least number of goals allowed
        - Shutout
        - Most Periods Won
        - Least number of penalties
        - Least number of penalty minutes
        - Coin Flip

Overtime

- There will be no overtime in Pool Play.
- There shall be a 1-minute rest period before the beginning of the overtime.
- There shall be a 5-minute stop time overtime period played 3 on 3. The first team to score in the overtime period shall be declared the winner.
- If a team has a player still serving a penalty at the end of regulation, the 3 on 3 overtime period will start as 4 on 3. Additional penalties to the already penalized team will result in 5 on 3. Players will be released from the penalty box as per normal play rules. Once even strength is reached, play will return to 3 on 3 at the next whistle.

Shootouts

If the teams are still tied after the 3 on 3 overtime period, a 3-player shootout will determine the winner.

- Home team has the selection to shoot first or second.
- 3 players and order will be submitted by the coach to the officials and scorekeepers.
- All players are eligible for the shootout unless they are currently serving a 10:00 minute misconduct penalty or have been assessed a game misconduct or match penalty. Those players are ineligible for the duration of the shootout.
- Best out of 3 wins.
- If still tied, the shootout will go to a sudden death format, with each team having an equal number of chances.

- Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.