

2025 DMYHA 12u House Tournament Rules

- 3-14-minute periods, 1st and 2nd periods are running clock, 3rd period stop clock.
- Mercy rule as regular season: If, at any time, one team goes ahead by six (6) goals, the clock switches to running time. Stop clock rules go into effect again if the goal differential becomes two (2) or less.
- Neither team has a time-out.
- 4 minute warm up before game
- 1 minute break between periods
- 1.5-minute minor penalties
- 4-minute major penalties
- Overtime periods start after 1 minute break (games below)
- Hat Trick rule: Players are capped at 3 goals per game. If a player scores a 4th goal it is not counted, and faceoff goes to defensive zone. If a player scores a 5th goal, they will be assessed a 1:30 min minor for that goal and everyone after.

ALL GAMES MUST HAVE A WINNER! OVERTIME RULES BELOW:

- In the event of a tie at the end of regulation teams will play one 4-minute overtime period of stop clock sudden death 4 on 4 hockey.
- Any penalties that exist at the end of regulation carry over into OT. Any player in the penalty box at the completion of OT is eligible for the shoot-out
- If the game remains tied at the end of overtime, best-of-3 shootout to determine a winner. No player may re-shoot until all others have shot. The first team that scored in regulation has the option of shooting first or second; in a scoreless tie, the visitors' bench shoots first. Sudden-death shootout if tied after 3 shooters.