

2025 DMYHA 10u House Tournament Rules

Pool Play

- 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
- Win is 2 points, tie is 1 point, loss is 0 points (**No OT in pool play**)
- 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.

TIE-BREAKERS FOR POOL PLAY

- First tiebreaker is playoff head-to-head record
- Second is playoff goal differential
- Third is least playoff goals against
- Fourth is most playoff goals for
- Fifth is least total playoff penalty minutes
- Sixth is least playoff misconduct penalties
- Seventh is regular season final standings

3rd and 5th PLACE GAMES

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.

CHAMPIONSHIP GAME

In the event of a tie at the end of regulation teams will play one 4-minute overtime period of stop clock sudden death 3 on 3 hockey.

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 lowest seeded team shoots first. Sudden-death shootout if tied after 3 shooters.