



2025-2026 Tournament Rules

1. **Referees:** Only USA hockey registered referees will be used. All Bemidji Youth Hockey Association “BYHA” Tournaments are “No Protest” tournaments. Referees will have the final say on all calls. Tournament staff may work with officials to make clarifications, but tournament staff will not overrule decisions made by the officiating staff. Goal judges are generally not used at BYHA Tournaments.

2. **USAH/MNH Rules:** USA Hockey rules as modified by Minnesota Hockey for the classification involved are adopted for all BYHA Tournaments, with the exceptions listed within these rules.

3. **Medical Attendants / Concussion Protocol MNH Rules VIII(K):** Medical attendants will be present for every one or two games in progress as required by Minnesota Hockey (not mandatory for Mites):

- Generally, Sanford Health will provide an on-site athletic trainer. The Sanford trainers are trained in concussion management and are fully qualified to administer the USA Hockey rules governing concussions. A Certified Athletic Trainer, Emergency Medical Technician (EMT), paramedic, or medical or osteopathic physician may be substituted for the Sanford Health Athletic Trainer.
- The retained trainer or supervising physician assigned to the game has FINAL authority to remove a player from the game/tournament if the athletic trainer or supervising physician determines the player has suffered a concussion. The opinion of other medical professionals will not override the decision of the Sanford Health Trainer.
- *Minnesota Statute §121A.37-38* requires that a youth athlete must be removed from physical participation in an athletic activity if they exhibit any signs, symptoms, or behaviors consistent with a concussion or is suspected of sustaining a concussion and shall not return to physical activity until he or she no longer exhibits the signs, symptoms or behaviors consistent with a concussion and has been evaluated by a provider trained and experienced in managing concussions and has provided written clearance to participate in the athletic activity.

4. **Canadian Teams:** Canadian teams must wear protective equipment as designated by CAHA. CHA (Canadian) teams playing in the USA must have permission to do so. Permission can be obtained from the USAH Minnesota District Registrar. Failure to obtain permission may subject the team to suspension. *MNH Rules Article 10.*

5. **Check-In:** Teams shall check in one hour before playing their first game of the tournament. Every team must present the following credentials to the tournament coordinator or credentials committee. *The documents may be emailed in advance to the tournament chairperson.* Any team that does not have properly completed credentials is not allowed to participate in the tournament.

- USA Hockey Team Roster form 1-T, signed and stamped by the cognizant associate registrar.
- Travel permits for each Canadian and out-of-state team that require permits.



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6. **Period Length:** All levels of games will consist of three (3), stop-time periods, with the following period lengths, *which are consistent with District 16 Rules*:

- Junior Gold, Bantam & Pee wee – 17 minutes
- Squirts, Girls (All levels) – 15 minutes
- (BYHA reserves the right to adjust the period length and resurfacing policies)

7. **Penalties: Minor – 2:00; Major – 5:00; Misconduct – 10:00.** Players will be assessed a game misconduct after four (4) penalties in the same game and a coach will receive a game suspension when a team accumulates 12 penalties during the same game. *See MH Rules*. The length of penalties is intended to be consistent with District 16 Rules. mnhockey16.org

8. **Running Time:** Running time shall be used in BYHA tournaments whenever a goal differential of six (6) occurs in the third (3rd) period. Stop time shall resume if the goal differential becomes less than six. When running time is in use, the clock shall not be stopped for any reason except for injuries and/or rink problems and to enter a penalty and only at the discretion of the referee.

9. **Tournament Formatting:** BYHA Tournaments will utilize pool-play OR a bracket to seed teams for the Championship Brackets. Teams will be placed into their brackets accordingly based on these criteria, but the BYHA Tournament Staff has reserved the right to adjust team bracket placement at their discretion.

10. **Overtime Rules (for Bracketed Games or Play-In Games- not pool play or round-robin):** If a tie occurs at the end of regulation a two (2) minute on-ice rest period will be followed by a five (5) minute sudden-death overtime period. If this does not break the tie, the teams shall use a shoot-out procedure.

Shootout Procedure: Each team selects five (5) players who will alternate taking penalty shots. The visitor shoots first. If after five (5) players from both teams have completed this procedure, the tie is still not broken, a sudden death shoot-out will start with each team selecting different players and continuing to alternate penalty shots until one team is declared the winner. Each team will have the same number of attempts. Every player on the bench (dressed goalies excluded) must shoot before any player can have a second turn during the shoot-out matches. In a shoot-out, a player serving a penalty with time remaining on the penalty when the game time expires is not allowed to participate in the shoot-out.

11. **Timeouts:** Each team is permitted one time-out of 60 seconds duration during the game whether in regulation play or overtime. *See USAH Rule 636 (f)*.



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12. Championship Round Seeding (Typically for 1st -4th Places):

Pool Play Format for Seeding: If Pool Play Format is used for seeding, ties will be allowed. Three (3) points will be given for every win, one (1) point to each team for a tie, and one-half (1/2) point for a shutout (see Shut-Out Point Rule below). The team with the most points in round-robin play finishes in first place followed by the next highest point winner and on down the line. In pool play format, the team with the most points in each pool is the pool winner. If cross-pool play is utilized (3 team pools), those cross-play games will count towards seeding. The first-place finishers in each Pool will be seeded from top to bottom for the semi-final games (Total points in Pool Play followed by tie-breakers if needed), based on the tie-breaker rules.

Bracket Play for Seeding: If four-team brackets are used for seeding (alternative to pool-play format), teams will be seeded for the Championship Bracket using the following points system: Win-Win = 4 points; Win-Lose = 3 points; Lose-Win = 2 points; Lose-Lose = 1 point. For each shutout, the team will earn one-half (1/2) additional point. Overtime rules apply. If two-team brackets (sometimes called Play-In Pools or Play-In Games) are used for seeding, the winners and losers will advance according to the bracket.

One-Half (1/2) Shut-Out Point for Points Seeding: For a team to earn a one-half (1/2) shutout point, the team must carry the shutout through regulation time AND win the game. (If a game ends regulation time with a 0-0 score, then neither team will be awarded a shutout point). This is only applicable for Pool Play Format.

Tie-Breaker Rules: The process for determining final point standing ties between round-robin/pool play and bracket format are:

Applied In Order:

1. Head-to-head.
2. Fewest goals allowed (total all games). If all teams do not play the same number of games, a goals-allowed average will be used.
3. Goal Differential, (goals scored minus goals allowed): Maximum of a six (6) goal differential per game.
4. Coin flip.

Example: Teams #1, #2, and #3 are all tied for seeding points. Team #1 beat Team #2, but did not play Team #3. Thus, "head-to-head" is not determinative, so the next consideration will be the goals allowed. If Team #3 has the fewest goals allowed, Team #3 will be the highest seed. Starting over and applying the factors in order, Team #1 will be the next highest seed because Team #1 beat Team #2 head-to-head.

Coin Toss Multiple Teams Procedure: Team #1, Team #2, Team #3, and Team #4 are all tied for seeding points, have the same goals allowed, and same goal differential, thus the final determinative factor is a coin toss. When three or more teams utilize a coin toss to determine seeding, all teams will flip at the same time until one team is the odd flip. The odd flip will gain the high seed and the remaining teams will flip using the same procedure.



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Wild Card Determination: (Example: 3-pool / 3-bracket tournaments); A wild card team will be determined from the 3 second-place finishers from each pool/bracket. The three (2nd place teams) will be compared and the top finisher based on the tie-breaker rules applied above (total points followed by tie-breakers if needed) will be the “Wild Card” team. The “Wild Card” team will be seeded against the highest-seeded pool winner that they have not played in the tournament. *(Example: Tournament with three pools. Team #1 wins A pool, Team #2 wins B pool, and Team #3 wins C pool. Team #4 is the “Wild Card” from Pool A. Team #1 is the highest seed, Team #2 is the second seed, and Team #3 is the third seed. The Wild Card Team would play Team #2 because they already played Team #1 in pool play, therefore they play Team #2 because Team #2 is the highest seed that the “Wild Card” has not played yet). (Example: Same scenario, except “Wild Card” is from Pool B. The Wild Card would play Team #1 because they have not played Team #1 yet in pool play and Team #1 is the highest seed.)*

Consolation “Friendship” Games (typically 5th-15th Place Games):

BYHA strives to have all teams play 4 tournament games. Teams that were not seeded in the top 4 teams will still be scheduled for a game during the final round, generally using the same seeding rules. Tournament staff will TRY to schedule Seed #5 v. Seed #6; Seed #7 v. Seed #8; etc, but tournament staff will TRY to avoid repeat opponents or other district opponents. Tournament staff have full discretion in these determinations. A higher-seeded team does not earn the right to select their opponent or their game time.

13. Jerseys: Home teams will be the ones on the top of the brackets or the team listed first in round-robin and pool play. Home teams will wear their light-colored jerseys. If teams do not have two sets of jerseys, please notify the tournament coordinator.

14. Suspended Players & Coaches: Players or team officials serving a suspension for a game misconduct violation or disciplinary suspension may not have any interaction with the team 45 minutes before the game, during the game, and for 30 minutes after the game. Prohibited activities include any communication, being in the locker room or the vicinity of the bench area. *See MH and USAH Rules.*

15. Team Rest: Teams shall not participate in more than two (2) games per day, nor shall they participate in more than one tournament at a time. There shall be a minimum of two (2) hours between games on the same day and ten (10) hours between games on consecutive days. *See MNH Playing Rules VIII(J).*

16. Conduct of Coaches, Players, Parents, and Fans:

- Racial and or harassing conduct of any kind will not be tolerated.
- Each team is responsible for the conduct of its spectators. Coaches and or team managers should advise their parents and fans of the conduct rules.
- Parents shall bring tournament concerns to their team manager or coach and not to BYHA tournament staff or officials. The team managers or coaches are invited to discuss concerns with BYHA tournament staff.



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- If spectator conduct becomes abusive that, in the opinion of the referee(s) may stop play and:
 - Ask the coach to control their spectators
 - Ask the coach to request specified individuals to leave the arena
 - Disruptive use of noisemakers (ie: cowbells) will be considered abusive conduct
 - Possession of a device that could be deemed detrimental to the players or the conduct of the game, such as laser pointers, will be considered abusive and reported to local law enforcement.
- The tournament personnel shall have the authority to take action as necessary to control spectator conduct. This includes the removal of spectators from the rink.
- If a spectator, fan, parent, or other observer is removed from the rink for being intoxicated, using profanity, or yelling at officials, they are not allowed to enter any of the Bemidji Community Rinks for the rest of the tournament weekend. Coaches and players fall under USA and MH Hockey regulations.
- Failure of a coach to cooperate with a referee's request within two (2) minutes will result in a bench minor penalty and a warning from the referee that after an additional two (2) minutes, the game will be suspended and the team will forfeit.
- Coaches, players, managers, or spectators (fans) may not enter the referee's room without an invitation before, during, or after a game. The minimum penalties will be assessed for violation of this rule:
 - Coach or player – game misconduct penalty. The incident will be reported for possible additional league action and or suspension.
 - Manager or spectator (fan) – The referee will report the circumstances to the Supervisor of Officials who will notify the District Director. A mandatory hearing will be held with the team coach and a representative of the association's governing board to discuss possible disciplinary action.
- USA Hockey's Zero Tolerance Policy will be enforced for players, coaches, officials, minor officials, parents, and spectators (fans).

17. Roster Size: Any team with more than twenty (20) players on their team roster will only be allowed to dress and have twenty (20) players on the bench during any game. The game sheet must note which twenty (20) players are playing in each game.

18. Locker Rooms: Coaches please make sure locker rooms are clean and undamaged. Your team will be charged for any clean-up, theft, or damages. Excessive filth, vandalism, and disregard for the facilities exhibit disrespect to the rink attendants and volunteers who are working to make tournaments possible.

19. Recording and Publication Disclaimer for Tournament Participants and Spectators: By participating in or attending this youth hockey tournament, you acknowledge and agree that audio and visual recording may take place during the event, which includes live broadcasts, video footage, audio recordings, and photographs. These recordings are utilized for promotional, safety, and security purposes, as well as for the enjoyment and analysis of the game and environment. You grant permission for any audio or visual recordings captured during the



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tournament to be published, displayed, broadcast, or shared by the tournament organizers, event staff, and any associated parties, including but not limited to Livebarn, on various platforms, including websites, social media, and other promotional materials. These recordings may be used without any expectation of compensation or notification.

20. **Disclaimer:** These rules are subject to change to satisfy policies or laws implemented by the BYHA Board of Directors, the Bemidji Community Arena Board of Directors, ISD #31, Minnesota Hockey District 16, Minnesota Hockey, USA Hockey, the City of Bemidji, the Minnesota Department of Health, the State of Minnesota, or any other governing entity.

