

2025-26 TOURNAMENT RULES - Junior Gold
Buffalo Youth Hockey Association Tournament Rules and Regulations

1. Only USA Hockey Registered referees will be used. No exceptions.
2. A physician, Certified Athletic Trainer or an Emergency Medical Technician (EMT) will attend all games. Coaches must not be on the surface unless summoned by an on-ice official.
3. All games will be played according to USA Hockey and JGSHSL rules as modified by Minnesota Hockey with the exceptions listed below.
4. Teams Playing will provide Penalty Box Attendants for every game they play.
5. Games will consist of three (3) Fifteen (15) minute stop periods. All games will have a five (5) minute warm-up. The ice will be resurfaced every two (2) periods. A six (6) goal lead at any point in the game will constitute running time. When the goal differential becomes less than six (6) goals, stop time shall begin again. If a game is in Excess of 90 minutes for any reason, the game will move to running time for remainder of game.
6. Properly certified Minnesota Hockey/USA Hockey approved rosters must be submitted to GameSheets prior to check-in. Once submitted, the roster is final.
7. All teams, players, and coaches must be current members of USA Hockey. If not, the team must show proof of insurance coverage for the team's players and coaches. The tournament, Buffalo Youth Hockey Association, tournament officials, the arena management, the City of Buffalo, and all personnel connected with the tournament, shall not be held liable for any injuries during or because of the tournament.
8. USA Hockey and Minnesota Hockey rules apply.
9. 18 skaters and 2 goalies may be rostered and dressed by each team for each game. The coaches are required to update GameSheets prior to start of game, if a player is suspended or hurt so that they may be updated in GameSheets. Not more than four (4) rostered coaches will be allowed in the players' box while the games are in progress. Coaches must have their CEP current at the appropriate coaching level play they are coaching. Coaches are responsible to update GameSheets prior to the start of everygame. Any substitute goalies should be approved and signed off within the team's district prior to the tournament and proof submitted in the check-in process.
10. Penalties: Minor.....2 minutes
Major.....5 minutes
Misconduct...10 minutes
Fighting... Automatic game misconduct – ejection from the game and the remainder of the tournament.

Teams are Responsible to communicate the fans expected conduct prior to first game of tournament and Consequences of fighting in the arena or on Civic Center Property

Absolutely NO fighting will be tolerated during this tournament on the ice or in the stands. The penalty for fighting on the ice will be a major penalty and a three-game misconduct penalty.

Fighting in the Arena or on Civic Center Property, by the fans will result in an Immediate forfeit of current game by both teams and a score of 0 will be recorded in the standing points for pool Play, and immediate DQ if during a semifinal or Final Game. Teams leave the ice, and the game will be over. If during semifinal or final next highest teams will be awarded proper trophy or options to play in final game.

At the Junior Gold B and 16U classification, a Game Ejection may be called on any player/team official. A player/team official receiving this penalty will be removed only from the game being played. At the Junior Gold B and 16U classification, a Game Ejection shall be automatically assessed when a player receives a third penalty during a single game. The player shall immediately be removed from the ice and another player shall serve the penalty. Enforcing this penalty is the joint responsibility of the referees, the scorekeeper, the coach and the player.

If it is determined during a game that a team allowed a player to continue to participate after receiving their third penalty, the game will be immediately forfeited to the other team. A completed game may be protested if it is suspected that a team allowed a player to continue to participate after receiving their third penalty. The protest must be filed with the proper authority within one hour for tournament games. The protesting party must provide substantiating evidence. If verified, then the subject game will be forfeited.

NOTE: In the event a coach or manager receives a game misconduct penalty, the referee will inform them that they have five (5) seconds to vacate the players' box and the arena. Failing to do so, the coach or manager's team will receive a bench minor penalty. If the coach or manager still has not left the players' box/arena, the referee will inform him/her that they have fifteen (15) seconds to leave. If the coach or manager fails to leave, their team shall forfeit the game.

11. All players will be required to wear helmets with approved facial and non-clear internal mouth guards at all classifications. All Players will wear approved cut resistant neck protection as specified by USA and Minnesota Hockey.

12. ****Teams are to bring both home and away jerseys to the arena for each game****

13. Game Points

A) Pool Play - Potential for 10 points per game

1. Win Game = 3 points
2. Tie game = 1 points

3. Lose Game = 0 Points
4. Shut Out = 2 points
5. Fair Play Point - Less than 16 minutes in penalties = 2 points
6. Goal Points = 1 point per goal (up to 3 goals)

B) Tie Breakers

1. Head-to-Head
2. Goals For
3. Goals Against
4. Total Penalty Minutes
5. Coin Toss

C) No overtime until trophy games

D) Trophy Game Rules

1. One five-minute OT
 - a. 1 Timeout
 - b. 3 on 3 overtime
2. Shootout Ties shall be resolved by a five (5) player/team shoot-out. There will be a two-minute rest period before the shoot-out begins. The ten (10) players will alternate shooting at the opposing goalie. The team with the most goals from the shootout shall be declared the winner. If teams are still tied at the end of the shoot-out, the game will go into a sudden-death shoot-out where the first unanswered goal will determine the winning team. **All players must have made one attempt at the goalie before a player is allowed a second shot on the goalie. ***If any player is in the penalty box at the end of regulation time, that player will not be allowed to participate in the shoot-out.
 - a. 5 skaters
 - b. 5 round shooters
 - c. 6th round starts sudden death
 - d. No player can go twice until all players have gone once

14. All decisions of the referee are final. There are NO PROTESTS ALLOWED in any MH play.

15. After the game the home team will go back to the bench until the visiting team has left the ice.

16. There must always be an adult (coach, manager or appointed locker room monitor) in the locker room when any team members are in the locker rooms.

17. Anyone having any questions or concerns regarding the tournament may speak to any Tournament official.

18. All teams shall be ready to take the ice fifteen (15) minutes before their scheduled start time. If the ice is ready games will start early.

19. If a player is unable to play the game due to an injury or health reasons, but wishes to sit with their teammates, the player may do so providing they wear a team jersey and a helmet/face mask.

20. Jewelry shall not be visible except for religious or medical reasons.

21. No alcohol and tobacco products (including chewing tobacco) are allowed inside the Buffalo Ice Arenas.

22. No Heelys (or similar product) and/or knee hockey are allowed in the Buffalo Ice Arena.

23. One-sixty (60) second time out per team is allowed per game.

24. Tournament registration costs and gate fees are as posted on the BYHA web site:
<https://buffalo.pucksystems2.com/>

25. Any damage to the arena by your player(s) or team(s): Your player(s) and team(s) will be responsible for cleaning up the damage, paying for the damage to the arena and may be asked to leave the tournament and arena.

26. Spectators will not be allowed to loiter outside of the Peterson rink locker rooms during resurfacing.

a). Players will not be allowed to loiter outside the locker room of the Peterson Rink during resurfacing.

27. Noisemakers such as cowbells, horns, bells, etc. are prohibited from all BYHA tournaments.

28. Weather related cancellations of any tournament games will be posted on the BYHA web site home page at: <https://buffalo.pucksystems2.com/>. Decisions about playing or canceling a tournament or game due to weather will be based upon the severity of the weather including safety and travel considerations confronting us at the time. If the tournament is held, teams who choose not to participate will not receive refunds. Any exceptions or extenuating circumstances not mentioned here may be brought to the attention of the BYHA President.

29. The Tournament Director, BYHA President, or Vice President may modify these rules as needed based upon the situation. For any conduct not specifically mentioned in these rules which might put the safety of any player or person at risk, or which significantly detracts from the game of hockey.