

**Battle by the Bridge**

Tournament Cancelation Policies

* Teams will be considered for the tournament on a first paid basis by registering online at dubuquehockey.org. If you chose to pay offline your registration will not be considered submitted until payment is received. We charge no admission fee, but we do ask that you patronize our concession stand and our raffles when possible.
* Email a copy of the team USA Hockey roster to bbtb@dubuquehockey.org, 30 days prior to tournament date. Those teams failing to do so will be required to supply a proof of age verification form or a birth certificate when checking in on the day of the tournament.
* If DYHA cancels the tournament for any reason, a full refund will be given.
* Once paid and confirmed, there will be no refunds unless a paid replacement team is found.
* If a replacement team is found, a $100 service fee be deducted from the refunded entry fee. Other entries will be placed on a waiting list. Confirmation of entry will be provided upon receipt.
* USA Hockey Official Rules of Play will govern all play except as follows: a. The Tournament Director shall be in charge of all matters pertaining to conducting games, including but not limited to, the conduct of spectators and shall act as a final arbitrator for all disputes or protests. The decision of on ice officials is final. We adhere to the USA Hockey Zero Tolerance Policy.
* Tournament Pairings: Tournament pairings will be random with consideration given to teams playing in the same league/area. Normally we try to have teams from the same league/area in opposite brackets. We will also use MHR to create divisions.

# REV 07/2025



**Battle by the Bridge**

Rules and Expectations

* Team must provide USAH roster before deadline.
* Teams must check in at the Tournament Registration Table at minimum 45 minutes prior to the start of their first game. Each team, 10U and Older, must provide a copy of their certified USA HOCKEY roster and 4 roster stickers per game played during the tournament.
* Pucks will be provided for warm-ups
* All games will be played in accordance with USA Hockey playing rules.
* Teams will be responsible for any damages or littering to locker rooms or any other arena facilities.
* Teams are responsible for providing a parent volunteer to run their penalty box.
* Home team will wear light colors and visitors will wear contrasting colors.
* If games are ahead of schedule, teams may be called up to 30 minutes early and must be ready to play.
* The tournament director has the authority to switch to run time or change the ice- resurfacing schedule to best accommodate the overall tournament schedule.
* No protests will be allowed.
* All players are required to wear complete equipment. Helmets must be worn at all times on the bench and ice.
* Spectators are encouraged to enjoy the game and cheer their team on, but remember to refrain from any profanity, abusive or obscene language or gestures directed to any spectator, player, official or coach. Violators may be asked to leave the Arena for the remainder of the tournament.
* ZERO TOLERANCE RULES WILL BE ENFORCED

# REV 07/2025

**Squirt 10U-PeeWee 12u Round Robin / Bracket Event Rules**

* 3 – 12-minute stop time periods. (60-minute ice slot)
* 3-minute warm up period
* 1:00 minute break between periods
* If a team is ahead by 6 goals, running time will begin. Running time will continue until the goal differential is down to 4.
* Each team is permitted 1, one-minute time-out per game.
* The Referee(s) is in charge of the game and the ice arena. The Referee(s) decisions are final. There are NO protests. The game is completed and certified with the Referee(s) signature on the score sheet.
* Players are allowed 4 penalties per game. Upon receiving a 4th penalty, the player will receive a game misconduct per USAH playing rules.
* USA Hockey rules will be used when assessing penalties.
* Game Misconduct Penalties: The player or coach assessed this penalty will serve the required suspension(s). If that team has a tournament game left to play, that game will be considered their next scheduled game.
* Match Penalties: Any player or coach assessed this penalty will be suspended from further tournament play.
* Overtime – There will be no overtime for Pool Play games.
* Scoring Format for Round Robin games (maximum 6 goal differential will be counted):
  + 2 points for win
  + 1 point for tie
  + 0 points for loss
  + Penalty scoring: For purpose of scoring penalties, penalties will be rounded up. For example, if a team has 4.5 PIM (Three 1.5 minute penalties), it will be scored as 5 PIMs.
* Tie Breaker for teams with identical point totals after Round Robin
  + Head-to-Head Competition (if a 3 way tie this tie breaker is skipped)
  + Most Wins
  + Goal differential
  + Goals against
  + Goals for
  + Fewest total penalty minutes
  + Coin Flip
* Tie Breaker for bracket and championship games (if applicable)
  + 3 player shootout.
  + Sudden death shootout (start with new players from 3 player shootout, all players except goalies must shoot before someone repeats)

Logo

Description automatically generated**Bantam 14U Round Robin / Bracket Event Rules**

* 3 – 13-minute stop time periods. (70-minute ice slot)
* 3-minute warm up period
* 1:00 minute break between periods
* If a team is ahead by 6 goals, running time will begin. Running time will continue until the goal differential is down to 4.
* Each team is permitted 1, one-minute time-out per game
* The Referee(s) is in charge of the game and the ice arena. The Referee(s) decisions are final. There are NO protests. The game is completed and certified with the Referee(s) signature on the score sheet.
* Players are allowed 4 penalties per game. Upon receiving a 4th penalty, the player will receive a game misconduct per USAH playing rules.
* USA Hockey rules will be used when assessing penalties.
* Game Misconduct Penalties: The player or coach assessed this penalty will serve the required suspension(s). If that team has a tournament game left to play, that game will be considered their next scheduled game.
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* Scoring Format for Round Robin games (maximum 6 goal differential will be counted)
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* Tie Breaker for teams with identical point totals after Round Robin
  + Head-to-Head Competition (if a 3 way tie this tie breaker is skipped)
  + Most Wins
  + Goal differential
  + Goals against
  + Goals for
  + Fewest total penalty minutes
  + Coin Flip
* Tie Breaker for bracket and championship games (if applicable)
  + 3 player shootout (players serving a penalty at end of OT are ineligible)
  + Sudden death shootout (start with new players from 3 player

# **Mites 8u RWB**

Game Format:

* Half ice games are played 4 vs. 4 with goalies.
* When possible, teams should bring a light and dark jersey option. Home teams will wear light colored jerseys.
* Coach/Manager must have team ready to up to 30 mins early.
* Warm Up & Game pucks will be provided.
* Two half-ice games will be played at one time. Games will start at the same time.
* Ice will not be resurfaced after every game; please check the schedule for resurfacing times.
* 1 on-ice official per half-ice game.
* Buzzer every 90 seconds for line changes.
  + Team closest to the center line will go around their net.
  + Team closest to the goal line will go around nearest defending zone face-off dot.
  + Double Shifting Players must go around their own net and can’t be the first player to touch the puck.
* Referees will commence play after each buzzer by tossing a puck into a neutral position.
* Referees will commence play after a frozen puck or goal by placing a puck behind the defending team’s net.
* When a goalie freezes a puck, the offensive team must retreat to half ice, and the defensive team shall be given the puck behind their net by the Referee to advance.
* When a goal is scored the scoring team must touchup at their net, and the defensive team shall be given the puck behind their net by the Referee to advance.
* There are no icing or offside rules.
* No penalty shots will be awarded for penalties; 1st penalty will result in a warning, coach will be notified to speak with the offending player. After the 1st penalty, penalties will result in the penalized team retreating to their goal area, the puck will be given to the other team behind their net. Play resumes upon referee signal.
* If the referee feels a penalty was a deliberate act, the penalized player may be required to sit out or in the case of a reckless act, may be removed from the game.
* Each game will be allotted 40 minutes.

○ Warm up- 3 minutes

○ 1st Half- 16:30 minutes

○ Rest 1 minute

○ 2nd Half- 16:30 minutes

○ Handshake - 2 minutes

○ Total- 39 minutes

* No timeouts are permitted.
* Due to time constraints, in the event of an injury on a particular half, the clock will remind running as the other side will continue to play. In the event of a major injury or if time permits all play will stop and clock will stop.
* DYHA has the authority to remove any and all coaches, players, and fans who become unruly, exhibit unsportsmanlike behavior, threaten to fight or engage in fighting. The person(s) will be removed from the premise and will not be allowed to reenter.

Damage to Facilities:

* The Head Coach, or one of their assistants if they are not available, is totally responsible for the locker room. This responsibility CANNOT be delegated to a parent volunteer or any other individual that is not an assistant coach on the team. Should any player or team willfully damage any property in the facility, all costs for repair or replacement shall be paid by the team concerned. Arrangements for restitution shall be made immediately with the rink management. Any profanity or abusive behavior towards rink personnel will result in ejection from the rink and the tournament.
* Tie Breaker for teams with identical point totals after Round Robin

o Head-to-Head Competition (if a 3 way tie this tie breaker is skipped)

o Most Wins

o Goal Differential with a MAXIMUM of 5 per game. i.e. A score of 8-2 results in a goal differential of 5, a score of 4-0 results in a goal differential of 4. A team that wins with the following scores of 4-3, 12-2, 6-4, would have a goal differential of 8 (1 + 5 + 2 = 8).

o Goals against

o Goals for

o Coin Flip

* Tie Breaker for bracket and championship games (if applicable)

o 3 player shootout

o Sudden death shootout (start with new players from 3 player shootout, all players except goalies must shoot before someone repeats)

# A red logo with a white background Description automatically generated **Mites 6u Cross-Ice**

Game Format:

* Players must be recognized by USA Hockey.
* Registration is open to 6u / mini-mites/ etc.
* All Participants receive a participation medal after their final game.
* No score is kept, and the main focus should be on FUN.
* Cross ice games are played 3 vs. 3 with no goalies. (if both coaches agree they can also do 4 vs 4 with no goalies.)
* Coach/Manager must have team ready to up to 30 mins early.
* Warm Up & Game pucks will be provided.
* Three cross-ice games will be played at one time. Games will start at the same time.
* Ice will not be resurfaced after every game; please check the schedule for resurfacing times.
* Coaches will be the official of their own team.
* Buzzer every 60 seconds for line changes.
  + Teams should go around their net for a line change. This will help control the chaos.
  + Double Shifting Players must go around their own net and can’t be the first player to touch the puck.
* When a goal is scored the scoring team must touchup at their net, and the defensive team shall be given the puck to advance.
* There are no icing or offside rules.
* Coaches will be responsible for speaking to their own players regarding penalties.
* If the coach feels a penalty was a deliberate act, the penalized player may be required to sit out or in the case of a reckless act, may be removed from the game.
* Each game will be allotted 30 minutes.

○ Warm up- 2 minutes

○ 24 minutes (running clock, change on buzzer every 1 min)

○ Handshake - 2 minutes

○ Total- 28 minutes

* No timeouts are permitted.
* Due to time constraints, in the event of an injury on a particular half, the clock will remind running as the other side will continue to play. In the event of a major injury or if time permits all play will stop and clock will stop.
* DYHA has the authority to remove any and all coaches, players, and fans who become unruly, exhibit unsportsmanlike behavior, threaten to fight or engage in fighting. The person(s) will be removed from the premise and will not be allowed to reenter.

Damage to Facilities:

* The Head Coach, or one of their assistants if they are not available, is totally responsible for the locker room. This responsibility CANNOT be delegated to a parent volunteer or any other individual that is not an assistant coach on the team. Should any player or team willfully damage any property in the facility, all costs for repair or replacement shall be paid by the team concerned. Arrangements for restitution shall be made immediately with the rink management. Any profanity or abusive behavior towards rink personnel will result in ejection from the rink and the tournament.