



Perth Lanark Minor Hockey Association

Duel Tournament Rules

This is a HEO Minor sanctioned tournament therefore Hockey Canada and HEO Minor rules and regulations will apply.

1. The team manager or coach must check in at the assigned registration table 1 hour prior to the start of the team's first game. The official team roster (and rosters of any affiliated players, if applicable) must be provided by the team to participate in the tournament. Only players whose names appearing on the official roster(s) will be eligible to play unless prior notification is given to and accepted by the tournament coordinator a minimum 24 hours prior to the start of the tournament.
2. All teams must be available to play 15 minutes prior to the scheduled start time.
3. Each team is required to have two sets of jerseys. Home teams must wear light coloured jerseys where possible. In the event of a conflict, the home team must change their jerseys. Visiting teams will advise opposing team of any conflict, 30 minutes prior to game time.
4. Each team can carry up to 19 players including 2 goalies.
5. Please be courteous of our facilities. Teams are required to vacate dressing rooms within 20 minutes after the end of each game unless the room is reassigned to them for their next game. Rooms should be left neat and clean and will be inspected. Should any damages occur, team officials will be responsible.
6. Each team is to have a registered trainer on the bench for each game. Please inform a PLMHA representative at registration and the other team if you do not have a trainer.
7. Players must not go on to the ice until the arena staff have left the ice, the Zamboni door has been closed and the game officials (refs) have entered the ice surface.
8. Referees are assigned by the District Referee in Chief, and their decisions are final.
9. Timekeepers and scorekeepers are designated by the teams Tournament Organizing Committee. All teams are welcome to have a representative in the timekeeper's box if they choose to and this is recommended. The tournament coordinator will not assume responsibility if a team chooses NOT to have a representative in the timekeeper's box.
10. All first round and semi final games will consist of a 2 minute warm up and 3 - 10 minute stop time periods. The running clock will be set for each game at 50 minutes.

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11. FINAL games will consist of a 2 minute warm up and 3 - 15 minute stop time periods and the running clock will be set for 80 minutes. No timeouts shall be allowed in any tournament games. If the running clock ends before the game clock, the game is over. Note: 3 - 15 minute stop time periods is for U13 and above. U11 and below Final games will be 3 - 10 minute stop time periods, 50 min running clock.
12. If at any time during the second and/or third period, there is a five (5) goal lead, running time will commence. Stop time will resume when the five (5) goal lead no longer exists.
13. First round games that are tied at the end of regulation time (stop time or running time, whichever comes first) will remain in a tie. The following point system will be used to a maximum of 5 points per game:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - 1 point for each period won
 - 0.5 points for a tied period
14. Semi Final and Final games that end in a tie at the end of regulation time (stop time or running time, whichever comes first) will proceed to a 3 min running clock over time.
 - The over time will be played with 3 on 3 players except for any carry over penalties from regulation time. If a team is assessed a penalty, then play will be 4 on 3. If the team is assessed a 2nd penalty while 1 penalty has not expired, then play will be 5 on 3. If there is no whistle, it goes to 5 on 4 when the first player gets out and then 5 on 5 when the second player gets out. It then goes back to 3 on 3 once the whistle goes.
15. If after the 3 min overtime there is still a tie, the game will go to an automatic shoot out. Teams do not change ends for Shootouts.
 - Coaches will circle their first 3 shooters on the game sheet at registration before puck drop. No player may shoot twice in the shoot out until all available players have taken a turn. Any team found to have violated this by allowing a player to shoot twice before all others have gone, will result in the opposing team automatically being awarded the win.
 - If any player(s) are serving a penalty at the end of overtime, they will not be eligible to participate in the shootout. The coach must name an alternate shooter before the shootout.
 - The home team will decide which team shoots first, and that team shall start at the center ice red line. Once the first shooter has gone, the other team shall shoot, also starting at the center ice red line.
 - Each team will get the first 3 initial shooters and if no winner is determined after 3 shooters per team, then they will commence one at a time, alternating teams until there is a winner.

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- The Time Keeper will keep track of who has shot and will indicate the order of shooters by placing 1, 2, 3 etc beside the applicable shooter in order of which they shoot.
16. Players must play in at least one of the first-round games to be eligible to play in a semi-final and or final game.
 17. If for any reason the goal tender cannot continue to play and no second goaltender is available to replace; he/she must be replaced immediately by a substitute player. No time will be allowed for the goal tender to repair his/her equipment or to dress a substitute goal tender.
 18. Any 5 minute major penalty for fighting, any match penalty or any gross misconduct penalty will disqualify the player/team official from any further participation in the tournament.
 19. Zero tolerance is in effect for all coaches, players and spectators and will be strictly enforced by the referees and/or tournament committee/coordinator.
 20. The day tournament committee and/or tournament coordinator reserve the right to make any decisions on the interpretation of the tournament rules, objections, protests, etc. All decisions by the organizers/coordinator will be final.
 21. PLMHA and the Tournament Organizing Committee do not accept any responsibility for theft, damage, accidents or injury to participants, spectators, equipment, personal belongings, etc.
 22. One final note: a friendly reminder that there are players who wish not to be photographed for their own personal reason so please respect their wishes and do not photograph players from other teams in the tournament without consent – legal actions could be brought upon you