



# War For The Roses (WFTR) 2026 RULES (2013 Edition)



## PLAYERS, COACHES & MANAGERS

- i. **Waivers.** All players and bench personnel must complete the online tournament waiver prior to playing in their first game. Waivers can be found here... [2026 War For the Roses Waivers](#)
- ii. **Game Sheets.** Compiled completed waivers populate team rosters which are then imprinted onto game sheets. Regardless, team reps shall review and verify each game sheet to ensure each player whom is playing for that game is listed with the correct jersey number. Failure to comply may result in a 2-minute delay of game penalty or potentially a game forfeiture.
- iii. **Forfeited Game...** In the event of a forfeited game the winning team will be awarded a 3-0 score. If both teams forfeit, both teams will have lost by a score of 3-0 and no points awarded to either team.
- iv. **Players and Team Roster.** All players must play a minimum of 2 Round Robin Games to qualify for playoffs.
- v. **Max/Min # of Players/Team Dressed per Game.** Max # players/team is 20. Min # players/team is 12. Includes goalies.
- vi. **Player Playing on Multiple Teams (Same Division).** Unless under unusual circumstances and agreed upon specifically by Pro Hockey, a player is not authorised to play on another team in the same division and game(s) may be forfeited.
- vii. **Mouth & Neck Guards.** Mouth guards are not required but recommended. Referees will be checking for neck guards. If found without, a player will be sent off ice and cannot return to play unless wearing one. If any other player(s) is/are found without them after the first player was removed from play, a 2-minute bench minor will be assessed.
- viii. **Dressing Rooms.** It is the responsibility of each team to make arrangements to secure belongings. At least one of the coaching staff must be present any time there are players in the dressing room. Players can never be left alone. It is also the responsibility of each team to represent themselves in a professional manner by promptly vacating the room ASAP while keeping the room clean and tidy. At the sole discretion of Pro Hockey, a "trashed" room may result in a game forfeit or team ejection from tournament.

**Residency Policy.** Players are restricted to play for their own team based on geographic area. There are exceptions. Click here for [Residency Policy](#)

**6-Game Guarantee (round robin, playoffs, consolation).** Each team will play, at minimum, 6 games. There will be a 4-game round robin series played from Monday to Wednesday. After the completion of round robin, teams will be ranked overall from 1 to 15. See "Playoff Seeding & Advancing To Playoffs" and "Tie Breaking" (next page).

**Teams' Stay Includes Sunday.** All teams will participate in a jersey exchange after completion of the Finals taking place Sunday.

**Team Colours.** Home is Dark Uniform. Away is White or Light Uniform.

**Birth Year.** Players are restricted to the birth year 2013 or one year younger.

**Mouth & Neck Guards.** Mouth guards are not required but recommended. **Referees will be checking for neck guards.** If found without, a player will be sent off ice and cannot return to play unless wearing one. If any other player(s) is/are found without them after the first player was removed from play, a 2-minute bench minor will be assessed.

**Pregame Warmup Pucks.** It is the responsibility of each team to provide their own warm up pucks. We suggest if you are flying into town, have each player put 2-3 pucks in their bag.

**3-Minute Warm Up & 15-Minute Early Start.** All teams are entitled to a 3-minute warm up. All teams must be prepared to play their games up to 15 minutes prior to scheduled start time, in the event the tournament is ahead of schedule.

**Timeouts.** Each team is allowed one 30-second timeout during regulation time, per round robin game. No timeouts are allowed during overtime (OT) games at any time during the tournament.

**Game Times & Resurfacing Sequence (3x15 stop time).** All games consist of three stop time 15-minute periods. Ice surface is resurfaced after each game.

**Mercy Rule (5 Goals).** For the duration of the tournament, beginning in the 3<sup>rd</sup> period, or at any time thereafter, if a team is ahead by five or more goals, the clock will revert to running time. If subsequently the difference is reduced to less than three goals the clock will revert back to stop time and will not resume to running time unless a 5-goal differential is reached again.

**Max Goal Differential (5 Goals).** For tie breaking purposes, any one game cannot exceed 5 goals. **Example...** If your team won "8-1" in a game, for tie breaking purposes, it is recorded as a "6-1 win". Individual Stats are still recorded and are not affected by a max goal differential.

**No Tie Games.** **Teams do not change sides in OT.** In the event of a tie in regulation, teams will play one (5) 5-minute 3-on-3 sudden victory overtime period (OT). If still tied, there will be a 3-player shootout. If still tied, a 1-on-1 shootout will take place. The first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot. Powerplays carry over into OT. Any player that was still serving a penalty at the conclusion of overtime cannot shoot.

**No OT in Consolation games.** 3-player shootout decides winner. If still tied, 1-on-1 sudden win shootout.

**No OT in All Star game.** 9-player shootout decides winner. Each All Star goalie faces 3 shots. If still tied, 1-on-1 sudden win shootout. Switch goalies for each sudden win shootout shot.

**Round Robin Points (3-2-1).** A regulation time win is 3 pts and a loss is 0 points. An overtime (OT) or shootout (SO) win is 2 points. An OT or SO loss is 1 point.

**No Hitting.** The "No Hitting Rule" will be strictly enforced. At minimum, a 2-minute minor penalty will be assessed against the offending player.

**Suspensions.** A hit from behind results in an automatic ejection and at minimum, a 2-minute minor penalty. A 5-minute major penalty results in an automatic ejection and at minimum, a 1-game suspension. Any player that receives a second major penalty will result in a tournament ejection. Any player and/or team official who receives a match penalty or gross misconduct will be suspended for the remainder of the tournament.

**Protests.** Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner by a designated team official only. Protests regarding officiating will not be heard.



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## PLAYOFF SEEDING & ADVANCING TO PLAYOFFS

Advancing to playoff rounds will be determined by how teams rank in overall standings after all round robin games (4) have been played. The top 12 teams advance.

If 2 or more teams are tied in points, you will see that team(s) are still ranked above the other(s) based on the tie breaking sequence which follows here.

### TIE BREAKING SEQUENCE

#### (Playoff Seeding – from Overall Standings)

In the event of a tie in points between 2 or more teams after the conclusion of the round robin, the following tie breaking procedures are used to determine which team(s) gain(s) the higher seed position.

- 1. MOST WINS.** If team(s) tied, the team with the most wins in the round robin gains the higher position.
- 2. HEAD-TO-HEAD (2 teams only).** If still tied, the winner of the round robin game between the two tied teams gains the higher position. If they did not play each other, or if 3 or more teams are tied, skip to tie breaker (3).
- 3. BEST GOAL QUOTIENT.** If still tied, the team with the best goal quotient (higher number) gains the higher position. It is a measure of all round robin games played.

#### DETERMINING GOAL QUOTIENT (GQ)

$$GF/(GF + GA)$$

Example... GF = 15. GA = 10. Ratio =  $15/(15+10) = .750$

For tie breaking purposes, any one game cannot exceed 5 goals.

**Higher Percentage Number, Gains Higher Position**

#### DETERMINING GOAL DIFFERENTIAL (DIFF)

Total Goals For (GF) – Total Goals Against (GA)

Goal Differential in a game is maxed out at 5 goals for tie-breakers.

**5-goal max does not affect player statistics.**

Example... For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win.

- 4. GOAL DIFFERENTIAL.** If still tied, the team with the highest goal differential (goals for minus goals against) gains the higher position. It is a measure of all round robin games played. For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win. Individual stats are not affected.
- 5. FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the higher position.
- 6. MOST GOALS FOR.** If still tied, the team with the most goals for (all round robin games played) will gain the higher position.
- 7. FEWEST PENALTY MINUTES.** If still tied, the team with the fewest penalty minutes against (all round robin games played) will gain the higher position.
- 8. EARLIEST FIRST GOAL SCORED IN THE TOURNAMENT.** If still tied, the team which scored the earliest first goal of the tournament gains the higher position. For example, team "A" scored their 1st goal of the tournament, 1 minute into the 1st period of the 1st game, whereas team B scored their 1st goal of the tournament with 45 seconds remaining in the 1st period of their 1st game. So, team A gains the higher position.
- 9. COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.



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### PLAYOFF FORMAT

All Playoff games are officiated in the same format as the Round Robin games with the following exception:

- I. **HIGHER SEED IS HOME.** For all playoff games, the team which ranked higher in the round robin overall standings (the higher seed in robin robin), will be the home team.
- II. **30-SECOND TIMEOUT.** Each team is entitled to one 30-second timeout per playoff game during regulation time only.

### PLAYOFF OVERTIME (OT) & SHOOTOUT (SO) FORMAT

In the event of a tie after the end of regulation play during the playoffs, the following OT rules apply:

1. **DO NOT CHANGE SIDES.** Teams do not change sides in OT.
2. **NO TIMEOUTS DURING OT PLAY.** There are no timeouts allowed in OT.
3. **POWERPLAYS (PP's) APPLY.** Powerplays (PP's) carry over into OT.
4. **EJECTED PLAYERS CANNOT PARTICIPATE.** A player who was ejected at any time during the game is ineligible to participate in OT and SO.
5. **10-MINUTE (3-on-3).** One 10-minute 3-on-3 sudden-victory overtime period will be played to determine the winner.
6. **BEST OF 3 SHOOTOUT.** If still tied, each team picks their first 3 shooters. These 3 players cannot be used in a potential 1<sup>st</sup> round of sudden death shootout. Any player that was still serving a penalty at the conclusion of overtime cannot shoot in the best of 3 shootout.
7. **SUDDEN DEATH SHOOTOUT.** If still tied, the first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot.

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#### THE WAR FOR THE ROSES COMMITTEE DECISIONS FINAL

All Tournament Rules will be interpreted in a manner consistent with the objectives of the tournament; namely, fairness, safety, and the enjoyment of the players. A decision by the Tournament Director, whether or not specifically addressed by these rules, shall be binding upon all tournament participants. The Tournament Director shall have the authority to grant exemptions from or make modifications to any of the rules when it is considered fair and appropriate to do so in any specific situation. All decisions by the Tournament Director are final.

**GOOD LUCK AND HAVE FUN...!!!**