



PRO HOCKEY DEVELOPMENT GROUP

2026 Original Six FAMILY DAY

Hockey Tournament



Section One - Governing Play & General Playing Rules

- (a) **All CHA rules** are in effect unless otherwise stated. The President has final authority concerning all rules and regulations including, but not limited to suspensions, expulsions and general discretion of conduct. All games will be non-body checking.
- (b) **All games will be one 25-minute running time period.** Face-offs will occur only at the beginning of the game or in the case of coincidental penalties. (see Section Five for details).
- (c) **NO WARM UPS** before games. Referee will whistle each team to begin play immediately. After the conclusion of each game, teams must vacate the ice immediately.
- (d) **When play is stopped** such as when goalie controlling the puck, or a goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. However, If a goal was scored, the team which scored may not challenge the opposition team until puck has exited the zone. Attacking prematurely may result in a penalty for the offending team.
- (e) **NO ICING.** There is no centre-ice (red) line, and therefore no icing calls.
- (f) **TAG UP OFFSIDE.** All offside plays at the blue-line will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone.
- (g) **MAX GOAL DIFFERENTIAL (7 goals)** – Best effort is made to achieve competitive divisions. For the purpose of competitiveness, the maximum goal differential is set at 7 goals. Max goal differential is calculated for the standings and for round robin tie breakers.
- (h) **NO TIME OUTS.** There are no timeouts allowed in any games.
- (i) **GAME FORFEIT.** In the event of a forfeited game, the score will be recorded as 3-0.

Section Two - Teams

- (j) A team should be composed of six to eleven (6-11) skaters and one (1) goalie. Each team will play with three (3) players and 1 goalie on the ice.
- (k) **Players cannot play on multiple teams or age groups**, unless under unusual circumstances and agreed upon specifically by the tournament director. A player not authorised to play on another team by Pro Hockey Development Group will result in a defaulted game.
- (l) **Up to (3) three coaches only** (includes assistants or trainers) may be on the bench. All bench personnel must be a minimum 18 years of age and registered with the tournament.
- (m) **EQUAL ICE TIME** is required for all 3 on 3 participants and there is to be no shortening of the bench. Make best effort.
- (n) **Coach Ejection** - If a bench coach is ejected during a game, the tournament committee will review the situation to determine if additional games or expulsion from the tournament is required.



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Section Three - Shift Changes

- (o) Players change on the fly for all age groups.
- (p) **CHANGE ON THE BUZZER** (Not applicable in 2026). ~~every 1 minute as follows: Leave puck where it is. A penalty may be assessed as "too many men", if puck is touched or shot away from area by any player after the line change buzzer has gone off.~~
- (q) **COMMON SENSE RULES APPLY.** (Not applicable in 2026). ~~If the buzzer is to sound during the course of a breakaway situation, the clock will be held and the players will be allowed to finish the exercise, but must vacate the ice at the sound of the buzzer.~~
- (r) **The "ONE FOR ONE" Rule applies.** Each player must reach bench area before another player can enter ice surface. A penalty may be assessed as "too many men", otherwise. Other team takes possession of puck if penalty assessed.

Section Four - Minor Penalties & Penalty Shots

- (q) All penalties (unless coincidental) will result in a penalty shot award. Coincidental penalties shall result in a faceoff at centre ice.
- (r) Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.
- (s) **NO BODY CHECKING ALL AGE GROUPS..** Body checking penalties will be deemed as three (3) offences on the score sheet only. Three (3) body checking penalties in the same game will result in the immediate ejection from that game plus a further game misconduct.
- (t) If there is a delayed penalty and the offended team scores, the penalty is still recorded by the timekeeper.
- (u) **All penalty shots will be taken at time of infraction.**
- (v) These rules apply to both round robin and playoffs.
- (w) **A PENALTY SHOOTER CANNOT SHOOT MORE THAN ONCE** until all other players have had a turn.

Section Six - Major Penalties

- (x) Major penalties will result in the immediate ejection of the offending player(s) and suspension pending further review by the Convenor.
- (y) Fighting majors will result in the penalized players being expelled from the game indefinitely pending further review by the Convenor.

Section Seven - Playoff Penalty Shots & Shootout Round(s)

- (z) **PENALTY SHOTS DURING PLAYOFF GAME.** In the event a penalty is called during the game, a penalty shot will be taken when the infraction is called.
- (aa) **BEST OF 3 SHOOTOUT.** If tied after 25-minute playoff game, each team picks their first 3 shooters. These 3 shooters may include any player that was awarded a penalty shot during the game. If still tied after 3 shooters, the first team to win the 1-on-1 shoot out wins game.

In the Shootout Round(s) each player shoots once, before any one player can shoot twice.



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Section Eight - Round Robin Tie Breaking Procedure

In the event of a tie between 2 or more teams at the conclusion of Round Robin, the following tie breaking procedures are used to determine playoff seeding.

1. **HEAD-TO-HEAD.** The winner of the round robin game between 2 tied teams gains the higher position. Rule applies **ONLY IF JUST 2 TEAMS TIED**. If more than 2 teams tied, move to next rule.
2. **MOST WINS.** If still tied, the team with the most wins in the Round Robin gains the higher position.
3. **BEST GOAL DIFFERENTIAL.** If teams are still tied, then the team with the best goal differential (higher number) gains the higher position.

DETERMINING GOAL DIFFERENTIAL

From round robin, total # of goals for minus total # of goals against.

Example... "Goals For" = 16. "Goals Against" = 10. Differential = $16 - 10 = 6$.

The higher differential gains the higher position

Goal Differential in a game Example... If your team won "13-3" in a game, for tie breaking purposes, it is recorded as a "10-3 win".

Goal differential is determined, as above, on that basis - a 7 goal max in any game.

4. **FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
5. **MOST GOALS FOR.** If teams still tied, the team with the most goals for (all round robin games played) will gain the highest position.
6. **1ST GOAL SCORED HEAD-TO-HEAD.** If still tied, the team which scored the first goal in the game between the tied teams (if applicable) gains the higher position.
7. **COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.