



# PRO HOCKEY DEVELOPMENT GROUP

## 2020 "3 Points" RULES



### Section One - General Playing Rules (5-on-5)

- (a) **3 Points Round Robin.** 3 points for Regulation Win. 2 points for Shootout Win. 1 point for Shootout Loss. See Shootout Rules (Section Six)
- (b) **3-Minute Warm-up & Location Starts.** Home team will warm up in home area. Away team – away area. However, since the game is 2 periods, teams will start game at opposite ends, ensuring goalie close to home bench if pulling for extra attacker required. Referee may adjust 1<sup>st</sup> and 2<sup>nd</sup> period game start locations as required.
- (c) **Ice Surface.** Tournament will be played on full ice for all divisions.
- (d) **Game Length.** Games consist of two 21-minute periods. ALL GAMES RUNNING TIME.
- (e) **Modified Face-offs.** Modified face-offs will apply for the following... beginning of periods, after a goal is scored, icing, and after a penalty is called. Modified face-offs consist of referee placing puck on dot and blowing whistle to start.
- (f) **Blue Line Offsides.** 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 offensive players have exited the zone together, they may re-enter the offensive zone.
- (g) **Other Play Stoppages.** When play is stopped such as goalie controlling puck, 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. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty assessed to the offending team.
- (h) **Scrums and Non-Contact.** This is a non-contact tournament. To maintain safety, referee will also whistle down scrums at their discretion and award one team the puck.
- (i) **Addressing Referee.** Referee will determine Head Coach at beginning of game. Only Head Coach will address referee. Verbal abuse of referees and timekeepers will not be tolerated. Referees are working with new guidelines and trying their best to ensure safety for everyone.

### Section Two – Divisions and Teams

- (j) **Rink Pad.** Each division plays at one location per day and all of the games per division are played consecutively. Each division plays all of its games over a 2-day period.
- (k) **Players.** A team is comprised of 10 skaters and 1 goalie. Each team will play with 5 players and 1 goalie on the ice (unless penalty called, or goalie pulled for extra attacker).
- (l) **Coaches.** A team is comprised of a maximum of 3 and a minimum of 2 officials. In each case, a team shall have at minimum, a trainer plus a head coach on the bench to enforce physical distancing.
- (m) **No Crossing Over.** For safety reasons, team coaches and players cannot play or coach on other teams. The only exception applies to a coach. A coach can be on 2 different benches, but only in their own division.

### Section Three - Minor Penalties

- (n) **Minor Penalties.** Normal playing rules apply including "delayed penalty". 2-minutes assessed for a minor penalty. The offending player sits in penalty box for full duration, unless a goal is scored against their team. The exception is for coincidental minors. They stay in box for full 2 minutes and are only released onto ice if there is a stoppage in play.
- (o) **Automatic Ejection.** Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.
- (p) **No Body Checking All Age Groups.** Two (2) body checking penalties in the same game will result in the immediate ejection from that game.



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### Section Four- Major Penalties

- (q) **Major penalties...** will result in the immediate ejection of the offending player(s) from the game or tournament.
- (r) **Fighting...** will result in the penalized player(s) being expelled from the game or tournament.

### Section Five – Additional Safety Measures

- (a) **Safety Protocols and Other Measures.** Anyone entering a facility must follow the safety protocols set out by each arena operator. Before your first game Saturday, each team must arrive at least 30 minutes in advance to check-in. However, players and coaches cannot enter the building until 10-15 minutes before their game time. Your team will be escorted in by a safety ambassador.
- (b) **Safety Mask.** All players and team officials shall wear a mask at all times within the building. Players only do not wear masks indoors when they have put on their helmets.
- (c) **Fully Dressed.** We expect all players to be dressed before entering arena. We recommend wearing skate guards.
- (d) **Colour Coded Zones and Wrist Bands.** Each player and each official of each team within a division will be issued colour coded wrist bands for your 2-day tournament. For example, if your division is in the “Blue Zone” you are only allowed in that area, that rink pad. **KEEP WRIST BANDS ON FOR 2 DAYS AND UNTIL YOU HAVE LEFT THE BUILDING AFTER YOUR VERY LAST GAME OF THE TOURNAMENT ON DAY 2.**
- (e) **Safety Ambassadors.** The role of the safety ambassador is to escort your team into the building and to your Zone. After the game, the safety ambassador will escort your team out of the building. They will assist your team in and out each day.
- (f) **Lining Up Outdoors & Physical Distancing.** Each player on each team including team officials must practice physical distancing of 2 metres apart prior to entering building and while being escorted to and from building.
- (g) **No Spectators.** Expect that there will be no spectators allowed in your facility, except for skate tying.

### Section Six – Round Robin & Playoff Shootout

- (h) **Best Of 3 Shootout.** If tied after round robin or playoff regulation time, each team picks their first 3 shooters. If still tied after 3 shooters, the first team to win the 1-on-1 shoot out wins. **In a Shootout, each player shoots before any one player can shoot twice.**

### Section Seven – Awards & Celebrations

- (i) **Celebrations.** Hugging and close contact will not be tolerated after a goal scored, a good play, or after any game. Stick slapping on ice while practicing physical distancing is allowed. Also, teams must hold their benches after each game to ensure physical distancing.
- (j) **Player of the Game MVP.** Each team will be awarded an MVP for each game. All team MVP awards for 4 guaranteed games will be given to each head coach prior to their first game of the tournament. The coach or team will choose each game MVP on their own.
- (k) **Championship Game Awards.** There will be no indoor award celebrations. Teams will be designated an area outdoors for medal presentations to be conducted by team official(s).



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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 tied teams gains the higher position.
2. **MOST WINS.** If still tied, the team with the most wins in the Round Robin gains the higher position.
3. **BEST GOAL QUOTIENT.** If still tied, then the team with the best goal quotient (higher number) in the Round Robin gains the higher position.

#### DETERMINING GOAL QUOTIENT

Total "goals for" / (Total "goals for" + Total "goals against")

**Example...** "For" = 10 goals. "Against" = 4 goals. Ratio =  $10/(10+4) = .714$ .

**Higher Percentage Number, Gains Higher Position**

#### DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 6 goals for tie-breakers.

**Example...** For tie breaking purposes only, an 8-1 win is formulated as a 7-1 win.

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.