



Anaheim Ducks Throwback Classic Adult Hockey Tournament 2026 Tournament Rules

Team Roster

The tournament committee requires that a team rosters a has a minimum of 10 players, including the goaltender; however, no more than 16 players (goaltenders included) will be permitted on a tournament roster. **Every** team member will be required to check-in prior to **each** game and present a valid ID to tournament staff. All participants must be 21 years of age or older as of the tournament start date (February 13th, 2026).

Substitutions

After tournament registration has closed, absolutely no roster additions will be permitted. Player substitutions will be allowed prior to the start of the tournament; however, once the tournament has commenced, no substitutions will be permitted. **In the event that a rostered goalie is unable to attend a game, goalie substitutions are allowed with prior approval from the tournament director. The team captain must indicate a goalie substitution, via email, at least two hours before game time.**

Divisions

The tournament will consist of thirteen divisions made up of no more than six teams. Teams are required to register for a division that most accurately represents the experience and skill of the team. The tournament staff reserves the right to place a team in a higher/lower division than registered due to limited availability. If tournament staff needs to reposition a team, the

respective team captain will be notified prior to the commencement of the tournament. After tournament play commences, if the tournament director has reason to suspect a team or player is registered for a division that does not align with the player or team's hockey ability, the tournament director reserves the right to remove a player or team from the tournament.

Illegal Players and Teams

- Any player(s) that participated at any time during the current season (after September 1st, 2025) at any elite professional ice hockey level (NHL, AHL, ECHL, Europe), Major Junior (CHL), or on an NCAA Division I or III team are NOT eligible for this tournament.
- **All players** (with the exception to emergency goalies) on a team roster must play in at least one round-robin game to be eligible for the playoff round.

Length of Games

Three Minute Warm-Up

1st Period: 18-minute running time

2nd Period: 18-minute running time

3rd Period: 18-minute running time

A one-minute rest shall be permitted between each period.

If the game is tied or within a "two goal" differential in the last three minutes of the game, the game will go to "stopped clock" scenario until the goal differential is two or more (run time scenario).

Length of Penalties

Minor: 2 minutes

Major: 5 minutes

Misconduct: 10 minutes

Game Misconduct: remaining game time plus next game

Fighting: Tournament Ejection

Any player or coach who receives a game misconduct will automatically be ejected from the game in which the infraction occurs as well as the following game. Any player who receives a fighting penalty will automatically be ejected from the tournament. **THERE ARE NO EXCEPTIONS.** The Anaheim Ducks Throwback Classic in combination with USA Hockey does not tolerate any abusive behavior, including racial and other derogatory slurs direct at players, coaches, and officials. All participants are reminded that any language that is hateful or discriminatory in nature will be penalized with an automatic match penalty and ejected from the tournament. The Anaheim Ducks reserve the right to review all cases involving major penalties, match penalties, game misconduct, and gross misconduct. The Anaheim Ducks reserve the right to magnify punishments of any reviewed penalty.

Time and Rink Regulations

1. Each will be allowed one 30-second time-out in each round robin play of the Throwback Classic. All teams that advance to semifinal and final playoff games will be given one 30-second timeout per playoff game.
2. Players may not leave the penalty box between periods.
3. The Throwback Classic will use official USA Hockey rules for all games. (Delayed offsides)
4. This tournament is a non-checking event. **Body checking is not permitted at any level.**
5. Slap shots are permitted at all levels.
6. Teams may use their own jerseys and socks, but **all** jerseys must match (except for goalies) and must have permanent numbers on the back (i.e., no taped-on numbers).
7. There is no overtime for round robin games ending in a tie.
8. Teams should be prepared to take the ice as early as 15 minutes prior to their scheduled game time.
9. **Once a fight has occurred, at any point during a game, the referees have the ability to stop the clock and assess the fighting penalties. The play will have resumed after the fighting penalties have been assessed.**

Standings

Total points determine standings within a division. Points are earned as follows:

- Win = 2 points

- Tie = 1 point

- Loss = 0 points

Tie Breakers

1. In the event of a two-team tie:
 - a. If the teams played head-to-head, the victorious team shall advance (if the head-to-head is the fourth game for one of the tied teams, that game WILL NOT count towards head-to-head). If the teams did not play, tied, or split a two-game series, the teams progress to step 2b.

2. In the event of a tie between three or more teams the following rules apply to tiebreakers. A single tiebreaker must clearly break the tie between *all* tied teams. If any teams are still tied, *All Tied Teams Advance* to the next tiebreaker. One tiebreaker must clearly slot the team's 1st, 2nd, 3rd, etc.
 - a. If one team in a three-way tie has beaten *both* teams head-to-head, that team shall advance. If a single team leads statistical categories b, c, and d without being tied, that team shall advance. The tie between the remaining two teams shall then be determined beginning with step 2a. If there is no team that has beaten the other two or no team is untied and ahead in each category, all three teams go to step 2b.
 - b. GOAL DIFFERENTIAL*: the teams will be seeded according to the highest Goal Differential. Total Goals Against will be subtracted from the Total Goals For to determine Goal Differential. If two or more teams have the same number for Goal Differential, all tied teams go to step 2c.
 - c. TOTAL GOALS AGAINST*: the teams will be seeded according to the lowest Total Goals Against. If two or more teams have the same number of Goals Against, all tied teams go to step 2d.
 - d. TOTAL GOALS FOR*: the teams will be seeded according to the highest Total Goals For. If two or more teams have the same number of Goals For, all tied teams go to step 2e.
 - e. TOTAL PENALTIES IN MINUTES: the teams will be slotted according to the Total Number of Penalties in Minutes they each incurred during the round robin. If two or more teams have the same number of penalty minutes, all tied teams go to step 2f.
 - f. If the teams are still tied at this point, a coin toss will determine the advancing team.

Semifinals

If a division consists of four or fewer teams, all teams will advance to semifinals. If a division consists of five or six teams, the top four teams with the highest point totals will play in a semifinal game. The top four teams will be ranked on point totals and seeded respectively. If there is a tie between two or more teams, the tournament director will refer to 1a. The #1 seed will play the #4 seed, and the #2 seed will play the #3 seed. To be eligible for semifinal playoffs, a player must be listed on the team roster and must have played a minimum of one (1) round robin game. All tournament rules will apply to regulation play. Please see below for overtime rules in playoff games.

Finals

The winning team from each semifinal game will advance to the finals. To be eligible for final playoffs, a player must be listed on the team roster and must have played a minimum of one (1) round robin game AND the semi-final game.

Overtime in Playoff Games

In the event of a tie at the end of regulation in playoff games, overtime periods will be played using the following rules:

1. All overtime periods are 3-on-3 five-minute running time sudden death periods.
2. The first team to score wins.
3. The clock will remain running and will only stop at the end of the overtime period.
4. Any penalties remaining at the end of regulation will be carried over into the subsequent overtime period.
5. If the score is tied at the end of the running clock five-minute OT period, the game will conclude with a shootout.
6. We will use NHL rules for the shootout.
7. Each team will have three shooters; if at the end of the third round they are still tied, we will have a sudden death round and continue to do a sudden death round until one team has won.

Cancellation Policy

In the event that an individual or team is no longer able to attend the tournament, the cancellation/refund policy is as follows:

1. If you cancel at least one month before the tournament start date, you will receive a full refund.
2. If you cancel between one month to two weeks before the tournament start date, you will receive a 50% refund.
3. If you cancel between two weeks to seven days before the tournament start date, you will receive a 25% refund.
4. If you cancel six days or less before the tournament start date, you will not receive a refund.

****No schedule requests will be accepted****

For questions regarding the Throwback Classic rules, please contact:
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