

## CCHA Pond Hockey Classic 2025-26 Rules & Format

### GAME FORMAT

- Games should be 4 v 4 at all levels, with the exception of Mite 4, which will be 3 v 3.
- Each team is expected to have 1 coach on the ice.
- There is 1 running clock period for each game
  1. Rookies = 15 Minutes
  2. Mite 1 and 2 = 25 Minutes
  3. Mites 3 and 4 = 30 Minutes

### LINE CHANGES

- LINES/PLAYERS ARE TO BE PLAYED **EQUALLY**, even in close games.
- Line changes will occur on the horn with puck remaining “live”.
  1. Rookies, Mite 1, Mite 2, Mite 3, 6U and 8U will have :90 second shifts
  2. Mite 4 will have :60 second shifts
- If a team does not have 2 complete lines, any player who remains on the ice for a second shift must tag up at the bench prior to going after the puck.

### PENALTIES

- If a penalty is committed, the offending player will be sent back to the bench, but the team will NOT play shorthanded. Coaches are encouraged to call penalties early to keep play from getting out of hand.
- Commissioners have full authority to remove any player who fails to follow league rules, including any instance of overly aggressive play.

### HOME / AWAY TEAMS

- Team listed first is the home team and should wear their white jersey. Away teams will wear dark

### SCORING

- Teams must have their ENTIRE team skate behind their own goal after scoring and allow their opponent to return the puck to play.
- **GOALTENDING IS NOT ALLOWED**

### SCOREKEEPING

- The Head Coaches of each winning team are responsible for recording the game scores immediately following the end of each game
- Flip scoreboards will be used during the game to track the score
- Wins equal 2 points, Ties 1, and Losses 0 toward the standings
- In the event of a tie in the standings, the following will be used
  1. Head-to-Head matchup
  2. Goals Against
  3. Coin Flip