



# 2026 NWO Challenge 3 on 3 Hockey Tournament

Dryden, Ontario  
April 9-12

## Tournament Rules

The following rules will be enforced to ensure a safe and fun environment for all participants and to create competitive and balanced game action. The entry fee for this tournament is **\$700 plus tax** per team. Full refunds will be provided for teams that request at least 31 days prior to the start of the tournament. If a team drops out of the tournament with less than 31 days notice, no refund will be provided. Full refunds will be provided should a division not run due to low enrolment.

### **Section A: Tournament Structure**

A1. The tournament will consist of four (4) divisions with a maximum of 10 teams per division. Each team is guaranteed a minimum of three (3) games.

| Age       | Division |
|-----------|----------|
| 2017-2018 | U9       |
| 2015-2016 | U11      |
| 2013-2014 | U13      |
| 2011-2012 | U15      |

A2. The tournament will consist of a **round robin and double elimination playoff structure** for each division. Tournament organizers have created a structure for a variety of different scenarios, depending on the number of teams registered in each division. The appropriate structure and schedule will be announced after registration closes.

A3. A division will only run if a minimum of six (6) teams have registered by the registration deadline. Refunds will be provided. A maximum of ten (10) teams will be accepted by the registration deadline.

## **Section B: Team Structure**

B1. Teams will consist of the following:

- Maximum of nine (9) skaters and one (1) goalie
- Minimum of six (6) skaters and one (1) goalie
- Maximum of two (2) bench personnel over the age of 18 years.
- Minimum of one (1) bench personnel over the age of 18 years.

B2. Teams in the U11, U13 and U15 divisions may consist of the following:

- **Group 1: "AAA", "AA", "Affiliate" players:** No more than **four (4)** on the roster
- **Group 2: "Select" players:** No more than **three (3)** on the roster
- **Group 3: "House League", "A", "B" players:** No limit on the roster

Goaltenders DO count towards these limits. For example: should a team have a goaltender from the Group 1 category, the team will only have three (3) remaining spots from this category.

**Team Managers will be required to submit proof of player level when rosters are submitted.**

Teams in the U9 division must have an **equal number of first and second-year players** (5 each). In the event a U9 team carries an odd number of players, that team will be permitted to have one more second year player (i.e. 5 second year players and 4 first year players, 4 second year players and 3 first year players). The goaltender does count towards this split.

B3. Rosters do not need to be submitted at time of registration. **Rosters must be submitted to the Tournament Director (jallen@dryden.ca) by March 31, 2026.** Roster changes / additions / deletions can be made up until the team's first scheduled game of the tournament. Players listed on the initial game sheet will be considered the "official team roster" for the remainder of the tournament. Changes to the roster will not be allowed for the remainder of the tournament, unless exceptional circumstances arise (player injury or illness).

Should a roster substitution need to be made due to an exceptional circumstance, a player of the same calibre or LOWER must be added (AA, A, Affiliate, etc.). If the original player can return later in the tournament, they can only replace the substitute player that was added.

## **Section C: Tournament Pre-Game Rules and Equipment Requirements**

C1. The official Game Sheet must be filled out and signed 15 minutes prior to your scheduled game time. **Failure to adhere to this rule will result in a penalty shot being awarded to the opposing team.** Players must be listed on the game sheet in numerical order.

C2. Games may start 10 minutes prior to scheduled time at referee's discretion.

C3. Teams must provide their own jersey's. Jersey's must be the same colour for each player and must be approved by the Tournament Committee before the start of the tournament to ensure they are appropriate. Should two (2) teams face-off against each other wearing the

same colour of jersey, the visiting team will be required to wear "pinnies" over their jersey. These will be supplied by the tournament.

C4. Full CSA approved equipment MUST be worn by ALL participants in all divisions. NECK GUARDS ARE MANDATORY as per Hockey Canada Rule 3.6 (c).

## **Section D: Game Rules**

D1. Games will consist of two (2) 15-minute periods with running time. Each game will have 40 minutes of total time allotted.

D2. There will be no warm-ups and as such, no pucks are allowed on the ice prior to the game. **Failure to adhere to this rule will result in a penalty shot being awarded to the opposing team.**

D3. There will be a flood after every third game, time permitting. The tournament committee reserves the right to add or subtract floods from the schedule as deemed necessary.

D4. There will be no body contact allowed at any level.

D5. Slapshots are allowed.

D6. No icings will be called.

D7. The only face-offs will be at the start of each period. Teams do not switch ends after the first period. If the puck leaves the playing surface, play will commence with the team that did not cause the puck to go out being awarded possession in the neutral zone or their end, whichever applies.

D8. There will be no time served for any minor penalty or infraction that is called by the referee. The referee will raise their arm, lightly blow their whistle without delay (unless there is a direct scoring opportunity for the non-penalized team), and signal to the scorekeeper by pointing at the offending player/team. Should a player commit a **minor** infraction, they will not be required to leave the ice surface. Should a player commit a **major** infraction, they are ejected from the game and are not eligible to return until a decision has been rendered by the tournament committee. The scorekeeper will record the penalty on the official game sheet. When a penalty has been called anywhere on the ice, the offending team must give the puck to their opponent and provide adequate space for them to regroup before pursuing.

D9. Penalty shots will be taken at the end of each game for every minor infraction called during the game. Pucks will be stored in the penalty boxes of both rinks for penalty shots. The referee will bring out the number of pucks needed for each team to complete their shots.

- In the **round robin**, players MUST shoot in the order that they are listed on the official game sheet. The trailing team will shoot first and take all of their shots consecutively. Should the score be tied at the end of regulation, the home team will shoot first. Goalies MAY take a penalty shot only after all 9 skaters have had a chance to shoot. If the game result will not be affected, penalty shots can be waved at the teams' discretion. *Penalty shots will begin at Player 1 on the game sheet. If a team uses Players 1 through 4 the first game, Player 5 will begin shooting in the next games penalty shot round. This format will continue throughout the round robin.*

- In the **playoff round**, players can shoot in any order, providing the same player does not shoot twice in a row. The home team (higher seed) will have the choice to shoot first or second. Each team must take ALL their penalty shots consecutively. Goalies MAY take a penalty shot only after all 9 skaters have had a chance to shoot. If the game result will not be affected, penalty shots can be waved at the teams' discretion.

D10. The tournament committee will review every major penalty/infraction, and reserves the right to enforce further discipline, up to and including disqualification from the tournament.

D11. When a goal is scored, when the goalie freezes the puck, or when a player goes offside at the blue line, the referee will blow the whistle and yell out "clear the zone". The attacking team must vacate the zone and tag-up at the line all together, and then they can re-enter the offensive zone to pursue the puck. They CANNOT play the puck while it is on the way out of the zone until it clears the blue line or until they have tagged-up. In the case of an offside, the attacking team must give up puck possession while they tag up. Any contravention to this rule will be assessed as a "delay of game" penalty which will result in a penalty shot at the end of the game. In the U9 division, leniency **will** be provided at the **referee's discretion** for any potential penalty resulting from not adhering to an offside call. Please have a quick discussion about with your kids about the offside rule.

D12. Goalies are not allowed to freeze the puck below the goal line. This will result in a penalty shot being awarded to the opposing team.

D13. MAXIMUM 7-GOAL DIFFERENTIAL: At no time during a game will the scoreboard display more than a seven (7) goal spread. The 7-goal differential will also be used on tournament standing boards and in tournament statistics. Game sheets will continue to count the actual score for recording purposes only. Upon completion of the round-robin portion of the tournament, team goal-averages will be calculated using the 7-goal differential score only.

D14. FORFEIT: The score of 2-0 will be awarded to the winning team in the event of a forfeit.

D15. During playoff games, penalty shots will be used to break ties. If a game is tied after the penalty shots, an additional round of penalty shots will occur until a winner has been decided.

D16. Should a player get injured, a substitute of equal or lesser level of play can be added to the roster. The injured player is then ineligible to return to play unless the same substitute player is removed from the roster. The tournament committee must be made aware.

D17. The City of Dryden has a Zero Tolerance Policy against all forms of threats, abuse, violence, discrimination and harassment. Tournament officials and the City of Dryden reserve the right to take any necessary measures, which may include requesting you leave the premises and/or contacting the appropriate authorities, if this policy is violated.

## **Section E: Standings & Tiebreakers**

E1. Should a division have six (6) to eight (8) teams, the round robin will consist of each team having two (2) games against the same team, with an aggregate score. This means the scores of each game will be added together for an overall score. Teams will then be reseeded for the playoff round based on their performance in the round robin, with any tiebreakers being settled

using the tiebreaker rules below. A randomized draw will take place to determine which teams play each other in the round robin.

E2. Should a division have nine (9) or more teams, the round robin will consist of a single game. Teams will then be reseeded for the playoff round based on their performance in the round robin game, with any tiebreakers being settled using the tiebreaker rules below. A randomized draw will take place to determine which teams play each other in the round robin.

E3. Round Robin Tiebreaker scenarios are as followed:

1. Goal differential (Goals for minus Goals against)
2. Fewest penalties taken
3. Coin toss

E4. During playoff games, penalty shots will be used to break ties. If a game is tied after the penalty shots, an additional round of penalty shots will occur until a winner has been decided.

### ***Section F: Protests***

F1. Any protests must be submitted in writing within one (1) hour of competition of the game being protested. A deposit of \$200.00 must accompany each protest. It will be returned if the protest is upheld and forfeited if the protest is denied. The Tournament Committee's decisions are final and binding.