

LEAGUE SCHEDULING GUIDELINES

Pittsburgh Amateur Hockey League 2025-26



REGULAR-SEASON GAME TOTALS

- 18U: 20 regular-season games
- 16U: 20 regular-season games
- 14U: 18 regular-season games
- 12U: 18 regular-season games
- 10U: 14 regular-season games
- 19G: 20 regular-season games
- 14G: 20 regular-season games
- 12G: 20 regular-season games
- 8U Red: 10 jamboree events
- 8U White: 9 jamboree events
- 8U Blue: 8 jamboree events

REGULAR-SEASON PARAMETERS

- All league games must be scheduled and played for a team to be eligible for PAHL Playoffs.
 - No team may alter its assigned opponents for any reason.
 - There is no longer a weekend reserved for make-up games; each team must manage.
- Games must be fairly distributed across the full season.
 - No more than 60% and no less than 40% of games must be played by December 31st.
 - Two teams from the same association who are in the same division must play early in season.
- No more than 2 league games are permitted to be played on the same day.
 - Caution against scheduling two league games for the same day in January/February.
- Forfeits are extremely detrimental to our league and are unfair to the opposing players.
 - Every game commitment must be honored; schedule and plan accordingly.
 - Ensure your coaches/players know that games – especially away games – are not optional.

START TIMES

- SATURDAYS = start times between 7:00 AM and 8:00 PM
 - 19G/18U/16U can extend to 9:00 PM start times on Saturdays.
- SUNDAYS = start times between 7 AM and 7 PM on Sundays (all levels)
 - Sunday start times extend to 8:00 PM only when Monday is a US federal holiday (all levels).
- No weekday/weeknight games are permitted for any reason at any level.
 - All league games must be scheduled for and played on Saturdays and Sundays.
 - All rescheduled and postponed games must also be played on weekends, no exceptions.
- A minimum of 4 hours (no less than 240 minutes) is required between games for player safety.
 - Calculated from expected end time to scheduled start time (not start time to start time).
 - Expected end time = start time + minimum length required of slot (65 or 85).
 - No exceptions to this policy, please do not try to manipulate start times.