

3V3 ICE HOCKEY RULES

Remember, you are responsible for following these rules. Please read thoroughly. LOCKER ROOMS NOT ASSIGNED. ADULT MUST BE PRESENT IN LOCKER ROOM.

Other than the rules stated below USA Hockey Rules will be enforced. All teams will be required to have one volunteer available per game to be a score keeper.

Conduct

- A minor penalty will result in a penalty shot for the opposing team.
- Penalty shots will require all other skaters to be along opposite goal line. The puck will be played from center ice. When the shooter touches the puck the play is live. The goalie must remain in front of the net until the puck is touched. The clock will not stop.
- Penalty shot must be taken by the player fouled unless the player is injured or otherwise unavailable.
- A bench minor penalty will result in a penalty shot to be taken by any skater on the ice during the foul. Please note, this does NOT include players making a line change during a delayed penalty call.
- A goal resulting from a delayed penalty will negate a penalty shot attempt.
- A minor penalty may be assessed for any inappropriate language.
- A game misconduct requires the player to exit the game permanently.
- A game misconduct may be assessed by any tournament staff in an effort to prevent escalation. This penalty also requires the player to exit the game permanently.
- In the event of coincidental penalties, the penalized players will be required to sit on the on-ice bench for two (2) minutes from the time play resumes.
- No Skaters in the neutral zone.
- Maximum one coach per team on the ice.
- If a player or coach that is kicked out of any game they will not be able to participate the following year.

Contact

- There is no checking allowed. A minor penalty may be assessed if there is excessive contact during play.
- Players involved in a fight will be ejected from the tournament and the facility.
- Any attempt to join an altercation from the ice or bench will result in a game misconduct.

Shooting

- No slap shots. When shooting, a player may backswing only until their stick/gloves becomes parallel with the ice surface. A minor penalty may be assessed for any shot where the blade angle is judged to be above the shaft.
- Shots must be kept in control at all times. A warning or minor penalty may be given for shots judged to be dangerous. This includes reckless shots directly into a blocking opponent.
- Shots may not be taken from behind the goal-line.

Games

- 25 minutes run time.
- Played on cross ice.
- Each team is required to have a goaltender and three (3) skaters minimum to begin.
 - A forfeit may be assessed if a team cannot comply.
- May have up to 8 players on the roster.
- No offsides or icing.
- To restart play, the puck must start from behind the defensive goal line. Both teams must be on their defensive side of the center red line. Play cannot resume until these conditions are met. When the goalie freezes the puck the referee will let the defending team take the puck out from their zone unmolested after the opposing team exits the zone. At the

referees discretion a face-off may be substituted.

- A stoppage will be signaled if the puck travels outside the play area, touches the protective netting, or becomes otherwise unplayable.
- If the puck travels out of play behind a goal-line, play will be resumed from the zone where the puck was deemed unplayable.
- If the puck travels out of play in between the goal-lines, the team who caused the puck to become unplayable will forfeit possession.
- Only the referee can resume play. 15 second puck drop.

Roster Changes

- You may add additional players (up to 8 players) for free until the Roster Change Deadline. You may also swap players. After the Roster Change Deadline all roster changes must be submitted at the event site prior to the first game, and must be approved by the Sports Commissioner. Onsite changes cost \$30 (for any number of players).

Over Time

- All Playoff games that are tied at the end of regulation will then go to a 3 minute sudden death OT. If still tied after 3 minutes there will be a shootout. Please see Shootouts.
- ***Referee has final say in all aspects of the game being played***
- ****Tournament Directors have final say in all aspects of the Tournament****

Shootouts

- Playoff games may not end in a draw. Regular games may end in a draw. Playoff games will be decided by a three (3)-round penalty shootout. In the event of a drawn shootout, the remaining rounds are decisive. Playoff games only will have a three (3)-minute overtime period prior to a penalty shootout (if necessary). Not sudden death.
- The HOME team may decide to shoot first.
- No repeat shooter until the team with fewer skaters has utilized all shooters.

Goaltenders

- Goaltenders may not be exchanged for skaters.
- Goaltenders may not carry the puck past half-ice.
- Goalies may not freeze the puck.

Playoffs

Seeding for playoffs and tournaments will be based on the following unless otherwise noted:

1. Points (wins). If teams don't have equal amount of games then win %
2. Head-to-Head
3. Goal Differential (For all games played)
4. Goals Against
5. Goals For
6. Coin Toss