**DIDSBURY MINOR HOCKEY**

**CANADIAN CLASSIC**

**3 ON 3 TOURNAMENT**

The following rules are for the benefit of all 3 on 3 participants

**SECTION 1: GAME PLAY RULES**

1. All games will **be NON CONTACT.**
2. All games are run time. Round robin games are one 30 minute period, and the finals in Atom and Novice are two 25 minute periods.
3. 2 Min warm up before each game .
4. 2 Min break will occur between periods.
5. No Icing rule is in effect for all games.
6. There will be **NO TWO LINE PASSES** called in any games.
7. **TAG UP OFF SIDES**- when players are offside all attacking players must clear the offensive zone to the neutral zone before re-attacking (Referee will coach the offending team out of the zone) As an example – If a team goes offside the referee will blow the whistle and tell the team to leave the zone. The other team will now have possession of the puck.
8. Face-offs will occur at the beginning of each period at center ice.
9. Teams will **NOT** switch ends at the conclusion of each period.
10. Change of Possession
11. **OUT OF PLAY**- When the puck goes out of play a face off will occur in the appropriate place. If the puck was shot out of play intentionally a penalty will be given.
12. **GOALIE FREEZES PUCK**- If the goalie freezes the puck the referee will blow the whistle and the entire attacking team must clear the blue line of the offensive zone. **Once everyone has cleared they are allowed to attack.** If the goalie holds onto the puck for a unreasonable amount of time a delay of game penalty may be assessed. It is the goalies/teams advantage to have the goalie play the puck as quick as possible
13. **GOAL SCORED**- When a goal is scored the referee blows the whistle and all of the scoring team must clear the blue line of the offensive zone. **The scoring team is allowed to attack as soon as they have all cleared.**  Again, the goalie will be encouraged to play the puck as quickly as possible and may be assessed a delay in game penalty if they hold on to the puck for two long.
14. **TIMEOUTS**- No time outs. An official may call a delay of game penalty if a coach attempts to call a time out or in uncooperative.
15. **PULLED GOALIE**- Teams may pull their goalie for an extra attacker at any time.
16. **OVERTIME**- There is no overtime during the round robin tournament. Games will end in a tie at the end of the second period.

**SECTION 2: ROSTER and ELIGABILITY RULES**

1. No more than 10 players including the goalie may be in a team’s roster unless approved by the Tournament Coordinator prior to the tournament.
2. A team must have a minimum of 5 players dressed for a game to avoid a default loss. In the even the winning team will be credited with 5 goals
3. In the event the goalie cannot play or is absent the team must play with 4 players
4. Teams may have more than one of their players play as goalie during the tournament
5. Teams must adhere to the age ranges for the players. Novice players are those playing Novice in the upcoming season and Atom players are those playing Atom in the upcoming season. Teams may have underage players on their roster but overage players will **NOT** be accepted
6. All players must be on the team roster that was submitted prior to the first game of the tournament. Late additions/changes will be allowed at the discretion of the tournament committee only. No exceptions.

**SECTION 3: PENALTIES**

1. All penalties will result in a penalty shot

**PENALTY SHOT PROCEDURE**

1. When a penalty is called the clock WILL NOT STOP
2. Penalty shot must be taken by the one of the players on the ice at the time of the infraction.
3. The player taking the penalty shop will line up at center ice.
4. All other players from both teams will line up behind the far blue line.
5. All players will start from the standing position.
6. Referee will blow the whistle to start play.
7. **NO** player on the ice can start skating until the referee blows the whistle.
8. Should the player miss the penalty shot , play will continue, if a goal is scored players must clear the zone as normal. **The scoring team is allowed to attack as soon as they have all cleared.**
9. **Any Individual receiving 3 minor penalties in one game will receive a game ejection**
10. Co-incidental minor penalties will result on no penalty shot for either of the teams, but the time keeper will mark penalties down to be counted towards the incidental minor penalties will result in a face off at center ice.
11. A major penalty will result in the offending player (s) being ejected from the game, and a penalty shot (s) awarded, Major penalties in the last 7 min of the game will result on an additional game suspension
12. All game ejections will be reviewed by the tournament committee, If the tournament committee feels that it is appropriate he can eject the player from the next game and up to including the entire remainder of the tournament
13. Player’s expelled from the tournament, for any reason will **NOT** be entitled to a refund. Teams that decide to withdraw from the tournament will **NOT** receive a refund.

During the course of the game, the referees decision is final, A **ZERO** tolerance approach will be used by the referee towards aggressive and /or abusive coaches, spectators and parents. If needed a tournament committee delegate will assist in enforcing the referee decision to have any coach, parent or spectator ejected from the arena. A penalty may be assessed to the team the coach, spectator, or parent is associated with if they are uncooperative in leaving.

**SECTION 4: TOURNAMENT POINTS AND BREAKING RULES**

**POINTS**

Teams will receive points as follows:

 Win by 2 or more goals – 5 points

 Win by 1 goal – 3 points

 Tie – 2 points

 Loss by 1 goal – 1 point

 Loss by 2 or more goals – 0 points

Playoff seeding will be completed by the tournament committee as quickly as possible and emailed out to the emails used by the managers of their teams.

**GOAL DIFFERENTIAL**

**In the event of a tiebreak, goal differential is only counted to a maximum of 5 goals for any one game.**

**TIES IN STANDINGS**

In the event of a tie in the round robin standings, the final positioning results will be decided by (in order of consideration)

* Head to Head Results
* Most Wins
* Best Goal Differential
* Least Goals Against
* Coin Flip

**TIES IN FINAL GAMES**

In the event of a tie in the finals, the game will be decided by sudden death overtime, after a one minute break the teams will continue till one of the teams scores.

**SECTION 5: OTHER**

The 3 on 3 tournament committee has the right to waive a flood before and/or after any game in order to ensure game times run on schedule. They also have the right to shorten or eliminate warm-ups and breaks between periods if necessary.

Teams must do everything possible to start games on time; Teams need to be lined up I the hallway ready to go on the ice as soon as the ice is clear from players or the Zamboni. After games, players must immediately leave the ice. Some additional time is provided at the conclusion of the finals for a quick picture for the winning team and runner up. No handshake is necessary, in order to keep things on schedule.

Once the game is over the teams must vacate the dressing room within 15 min, Please have the dressing rooms in the shape that you arrived, all garbage in bins please.

The 3 on 3 tournament committee shall at their discretion access a penalty of one goal against them for every minute that a team does not take the ice beyond when a game may have been started. Once 10 penalty goals have been accessed the game will be called

**The tournament committee shall have the final decision in any interpretation of enforcement of the above rules.**