



3 V 3 Spring 2024

Edmonton Federation of Community Leagues Ringette Association

3V3 Division	Division Played 2023/24 Season
Division 1	U10Step 3, U12B, U12C, U12A (1st year)
Division 2	U12A (2nd year), U14B, U14C, U14A
Division 3	All U16, U19 and any AA players

- 3-5 teams per division, up to 12 players (including goalie) per team and 2 adults (1 Coach, 1 Bench Parent).
- Adults: (one certified coach and one alternate coach or security cleared parent) per team.
- Teams formed **by committee** to be as balanced as possible. Organizing committee will commit to honouring at least **ONE friend request per player** based on number of registrants per division and team balance.
- Ice would be game play ONLY, no practices.
- 6 round robin games/team - 6 ice slots/team.
- 2 referees per game.
- Paper game sheets to be used, but they do not need to be kept after the game is over.
- Games stats will not be kept.
- Game will consist of a 2-minute warm up, 4 – 11 minute quarters and a 2 minutes between each quarter.
- Shot Clocks will be used.
- All penalties result in a penalty shot which accumulate over game play and get taken at the end of the 4th quarter. When an official awards a penalty shot they shall go to the minor officials box to have the penalty tallied on the game sheet during game play and when the final buzzer goes, each team will be notified how many shots have been accumulated. The penalty shots will be taken one team at a time until all penalty shots have been taken. NOTE: each player can only take one penalty shot/game, so if a team is awarded 3 penalties, there must be 3 different shooters.
- **Ice meant to be FUN! No keeping of players/teams together for development**



RULES:

Game/Second Half Starts and Game Flow

- Free pass at centre ice to start game and second half (each team to have free pass at one half).
- Teams will switch sides at half.
- No time outs.
- Changes to occur on the fly no change prior to penalty shot.

Blue Line:

- Blue line rule remains in effect – must pass over blue lines to team mate on both sides.
- No 2-line passes.
- Blue-line infractions result in possession change at the point of infraction, penalized team must retreat 15 feet (or a reasonable distance).

Goal Crease:

- No skaters allowed in goal crease.
- Goalie will be awarded ring for opposing team infraction.
- Free ring for opposing team on defensive side for defending team infraction.
- 5 second goalie rule applies; a penalty shot will be awarded if the goalie holds onto the ring for longer than 5 seconds.

Goals:

- Each player can only score up to **2 goals per game half** (any subsequent goals will not count) unless said player is awarded a Penalty Shot, team awarded penalty shots must be taken by another teammate.
- After a goal is scored the scoring team must retreat back behind the blue line, and remain there until the team scored upon brings the ring over the blue line (NO FREE PASS).
- Penalty shot awarded if the team that scored intentionally tries to play the ring prior to the ring being brought over the blue line.
- The team that was scored upon has 10 seconds to bring the ring over the blue line a penalty shot will be awarded to the scoring team.

Penalty Shot:

- Penalty shots to be taken at the end of game play.
- Penalty Shot must be taken by the player infringed upon (if applicable).
- The player taking the penalty shot will line up at centre with the ring at centre dot.
- Individual players being assessed more than 4 penalties would be required to sit out remainder of game. For example: on 5th penalty the player moves to the dressing room.

Minor Officials:

- **HOME** team provides the timekeeper, scorekeeper and shot clock operator.

