



### **3 on 3 Rules**

#### **RULES OF PLAY:**

- 1) All games will be one 40 minute run time period. (45 minute ice times - 3 min warm up)
- 2) Face-offs will occur:
  1. at the beginning of the game,
  2. in case of coincidental penalties
  3. if the puck leaves the ice surface.
- 3) When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate the zone (behind the blue line). Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team. The first offence is a warning and then at the discretion of the official to call a penalty shot or not.
- 4) There will be no icing calls.
- 5) All offside plays at the blueline will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone.
- 6) Teams do not switch ends.
- 7) After any goal the team which has scored, must retreat to the center red line and then can attack the team that was just scored on. TEAMS THAT HAVE BEEN JUST SCORED ON MUST REGROUP QUICKLY AND BREAKOUT OF THEIR OWN ZONE BEFORE THE OPPOSING TEAM FORECHECKS THEM. For younger ages, the referee should assist getting the puck out of the net for the players. If the team that just scored does not have all skaters clear center ice a penalty shot will be awarded to the team who was just scored on.
- 8) There are no time outs.
- 9) If a puck is deflected out of the rink there will be a normal face off in the appropriate place.

#### **SHIFTS:**

- 1) Player shifts will be one (1) minute in length. A buzzer will run to signal the end of each shift. (Atom Major and PeeWee Divisions line changes will be done on the fly - No buzzer system).
- 2) Bench doors **MUST REMAIN CLOSED** until the sound of the buzzer. If for any reason the buzzer does not sound the players must wait until it does. Failure to do so will result in a penalty shot.
- 3) Once the buzzer sounds, players must relinquish control of the puck immediately where it is and vacate the ice. The new players may enter onto the ice surface immediately.



### **3 on 3 Rules**

4) Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely may result in a penalty for the offending team. Official to give a warning the first offense and will change possession instead of penalty shot.

5) For Timbits age players only: If for any reason a goalie is injured and a player must fill in as a goalie the following rules apply: .....to be added

### **MINOR PENALTIES:**

1) All penalties will result in a Penalty shot situation for the offended player. The referee will place the puck on the centre face-off spot and the remaining players will line up, stationary, on the backside blue line. On the referee's command the offended player will attempt penalty shot with all other players in pursuit. The offended player is not allowed to retrieve their own rebound after penalty shot attempt, but his teammates can. The offended player must clear the zone before returning to fore-check with their teammates.

2) If the offended player is injured and unable to perform the breakaway, the coach will assign one player from the ice to replace that player

3) Coincidental penalties shall result in a faceoff at center ice.

4) Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.

5) Any hit from behind will result in the player being ejected from that game. It will be under the discretion of the tournament committee and the referee & chief. If an injury occurs further discipline may be decided and the player may be removed from the tournament as well.

6) When a penalty is called the clock will NOT stop.

7) If the minute shift finalizes during the course of a penalty breakaway situation, the buzzer will be held (or should be disregarded if set automatically) and the players will be allowed to finish the exercise, but must vacate the ice immediately after the save or goal. The Shooter needs to vacate the zone and completely leave the ice before the offensive team can enter the zone.

8) A hand pass will result in loss of possession of the puck.

### **BENCH VOLUNTEERS:**

1) Up to three volunteer coaches may be on the bench during a game.

2) Coaches are required to make every effort to ensure equal ice time for all 3 on 3 participants.

3) INAPPROPRIATE BEHAVIOUR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!



### **3 on 3 Rules**

#### **POINTS:**

- 1) Points will be earned by this format: 2 points for a win, 1 point for a tie, 0 points for a loss.
- 2) Games are to remain as ties during round robin.
- 3) A tie in total points after round robin play will be decided as follows:
  - Head to Head
  - Goal differential (max 7)
  - Least penalties taken
  - Goals against
- 4) In the Semi & Final games only, a tie will be broken in the following manner:
  - SHOOT OUT-3 shooters will be picked and if still tied, shooters will be selected one by one until one team outscores the other. All players must have a turn before any player is chosen again for the shootout.
- 5) A Mercy Rule will be in effect whereby, only a 5 goal difference will be shown on the score clock at any time.

#### **OTHER:**

- 1) customary handshake will take place at the end of each game.
- 2) Any further questions please refer to Hockey Canada Rule Book
- 3) Automatic Interval Timer: The auto horn function should be used to automatically sound the horn at regular 1 min intervals to indicate a change of players is required for Timbits, Novice and minor atom age games.
- 4) If a goalie is injured a player may fill the position as a goalie in player gear for the Timbits age level only. For Novice, Atom, PeeWee a shooter tutor must be used for safety purposes. If this occurs, only goalie raised off the ice will count. A goalie will not count if the puck is slid past the goalie line on the ice under or in the corners of the shooter tutor. It must be raised to count.



### **3 on 3 Rules**

#### **TIMBITS - MODIFIED GAME:**

- 1) All Jr. Timbit games will be CROSS ice instead of full ice 3 on 3.
- 2) Depending on the numbers for registration this will be either 3 on 3 or 2 on 2. (min'm 4 skaters, max 6). (min 6 skaters, max 9) plus 1 goalie per team.
- 3) Ice times for cross ice games will be 45 minutes (3 min warm up).
- 4) 4 Nets will be on the ice with 2 games taking place at the same time on each end of the rink.
- 5) One Ref will be provided for each game (2 ref's per ice time).
- 6) Players from each team playing against one another will share the same bench.
- 7) One volunteer from each team will be needed to open a door for their team (acting as coach).
- 8) The ref is required to blow the whistle and make eye contact with the time keeper to ensure the goal is counted and added to the game sheet.
- 9) Please see 2 on 2 rules for this modified game play.
- 10) Dressed goalies will be provided at no charge whenever possible and based on availability. The goalies can be as old as novice age. Equipment is available to borrow for anyone interested.
- 11) In the event there is no dressed goalie a shooter tutor shall be used.