



Welcome to the Parkland Hockey Group 3 on 3 Tournament. The following information is regarding the tournament schedule, rules & regulations and other general information.

DRESSING ROOMS

Each team will need to clear their dressing rooms after each game unless alternate arrangements can be made on the day of the tournament. Each team will have 15 minutes clear out of dressing rooms after each game.

FORMAT

Tournament is played on full ice surface. Game format is 3 on 3 plus one goalie. All teams will be guaranteed 4 games.

All teams are restricted to their first game rosters unless a substitution or addition is approved by the tournament committee.

There will be a 2 minimum warm-up (time permitting).

The games will consist of two (2) 15 minute periods. This will be a straight time game with a 1 minute intermission between periods.

The last 3 minutes will be played with stoppage time providing that the score is within 3 or less goals. During this time, the clock will stop for a puck out of play, injured player, penalty shot, or a signal from the referee.

After game, teams are requested to exit the ice quickly so the next teams may commence with warm up.

RULES

Playing rules might be modified slightly. Any rule changes will be noted at the start of the tournament.

1. This tournament follows the Hockey Alberta rules governing minor hockey.
2. A coach must be present on the bench at all times. Dressing room supervision of players is required.
3. Teams will play 3 on 3 plus a goaltender. Teams may replace the goaltender at any time for a fourth skater.



4. After every goal scored, the team which has just scored, must retreat to the redline. Then they can attack the team they just scored on. If the team that just scored does not have all skaters clear the red line, a penalty shot will be awarded to the team who was just scored on. The team scored on simply retrieves the puck from their net and continues playing.

5. Blue line off sides will be called. When an offside occurs, the offending team must all retreat to the blue line at which time they may re-enter the zone and attack. During a delayed off-side, all players must clear the blue line.

6. Icing will be called from the red line. When this occurs, the team who is called for icing must all retreat to the redline at which time they may re-enter the zone and attack

7. If a puck is deflected out of the arena, a puck will be tossed back into play and possession given to the non-offending team.

8. When the goaltender freezes the puck, the referee will blow the whistle, signaling all players on the attacking team to retreat outside the ringette lines before continuing their attack, allowing the goaltender to play the puck.

9. There will be NO BODY CHECKING. Any contact other than incidental will result in a penalty and penalty shot will be awarded.

10. All penalties will result in a penalty shot (Hockey Alberta Rule Book). There will be no appeals as all referee calls will be final.

11. During a penalty shot the following format will be used:

- All players on the ice will be asked to line up on the defensive blue line on one knee, with the exception of the player who was infringed on who remains standing at the red line.
- The player who the penalty was infringed by would perform the penalty shot.
- Once the player performing the shot has moved the puck, other players may re-enter the play.
- There are no player substitutions until the penalty shot is complete.
- A double minor penalty will result in two penalty shots.
- Offsetting minors will result in a penalty shot to each team.
- A major penalty will result in the awarding of a goal to the team infringed on, as well as a penalty shot.
- Any fighting will result in automatic ejection from the tournament.
- Any player, coach, or team official assessed a match penalty or gross misconduct will be suspended for the balance of the tournament.



12. ANY HITTING FROM BEHIND will not be tolerated and any player who does will be ejected out of that game. If the hit occurs in the second half of the game, the player will be ejected from the next game as well. The 2nd GAME EJECTION WILL RESULT IN TOURNAMENT EJECTION.

13. In the event of player injury, the referee will blow the whistle to indicate the clock to stop. Once the injured player leaves the ice, play will resume.

14. If a team intentionally delays that game a penalty shot will be awarded. If the buzzer sounds, the penalty shot will still be rewarded.

15. The tournament committee reserves the right to adjust the playing time of any and all games.

16. Games will start promptly at scheduled time. Teams will be penalized (1) goal for every 3 minutes of tardiness to a maximum of three goals, after which time the game is forfeited. Teams are requested to be ready to go 10 minutes minimum before scheduled ice time.

17. Players who arrive 10 minutes or later after the game has started will not be allowed to play that game.

18. There will be NO TIMEOUTS allowed.

19. Once the Teams/Zamboni from the game preceding your game has left the ice surface, you may enter and commence your warm-up. Games will start promptly, 2 minutes into your ice session.

Round Robin Format

Points will be earned as follows: 5 points – win by 2+ goals; 4 points – win by one goal; 3 points – tie; 2 points – lose by one goal; 1 point – lose by 2+goals.

Quarter Finals are to broken by the following format: (See Draw Master if more than 2 teams are involved in this tie breaker situation).

- Winner between the two tied teams advances
- Highest Goal Differential GF-GA
- Team with the highest total goals for
- Team with the lowest total goals
- Coin Toss (Caller who matches side up advances)

Finals will consist of top two teams in each division (total points).

Semi-final and final ties will be broken by 5 minute sudden death overtime. Remaining will be determined with a Shoot-out consisting of 3 players per team. If still tied, then sudden death shoot out. Players may shoot again only after all active players on roster have had a shot first.

Player statistics will not be recorded, only team goals will be recorded.

Roster changes will be allowed only before the 1st game has started. In case of extreme sickness, a player may be replaced (for the remainder of the tournament), prior to the finish of the 2nd game. Draw Master must approve all roster changes.

