

## Waxers House League – March Break 3-on-3 Tournament Rules

**Important note:** tournament games could begin up to 15 minutes before scheduled start times. Players are asked to arrive at the arena dressed (dressing rooms will be crowded) in plenty of time in case games begin ahead of schedule.

### Rules of Play

1. **No-contact** allowed for all games in all divisions.
2. **Running time** and full ice for all games except the Initiation division will have running time half-ice games. Initiation-Novice games will consist of 3 x 8 minute periods. Atom-Midget/Juvenile games will consist of 3x7 minute games.
3. **3 skaters plus goalie** – for all divisions except Initiation will not dress goalies (3 skaters only).
4. **Warm-up** for 3 minutes before each game starting once the Zamboni gate is closed.
5. **No icing** rule is in effect for all games.
6. **No offside** will be called.
7. **No Timeouts.**
8. **No pulling goalies**
9. **No overtime** during round robin games. Games will end in a tie at the end of the third period.
10. **Goalies will not switch ends.**

### Line Changes

1. **Initiation-Novice divisions** – Shifts will be 2 minutes long with a buzzer to initiate line changes. When the buzzer sounds, players must leave the puck immediately and skate directly to the bench. The next line cannot leave the bench until the last player on the ice reaches the bench. If players leave the benches early, the referee (or the on-ice coaches for Initiation division that will not have refs) may award puck possession to the opposing team. Teams will receive one warning before being penalized. Once the buzzer sounds, goalies must remain in their goal creases until the line change is complete with the new line reaching the ice. For the Initiation division, this rule applies loosely since they are playing half-ice and teams are sharing one bench. For the Initiation division, this will be up to the discretion of the on-ice coaches and dependent upon the good sportsmanship of the bench staff.
2. **Atom-Midget/Juvenile divisions** – Line changes will be done ‘on the fly’ – no buzzer system.

### Scoring

1. **A two goal per period rule is in effect** – For Tyke-Midget/Juvenile, no individual player can score more than two goals in each period. Time keepers will track all scorers and post player numbers. If a player scores a third goal in any period, the goal will not count. If a team is behind by three or more goals, then all players are allowed to score – there are no limitations on goals per period until the gap is closed to less than a three goal differential. The Initiation division will not enforce this rule for the tournament given the age/skill level.
2. **Penalty shot exceptions** - When a player already has two goals in a period and is awarded a penalty shot – if this player scores on the penalty shot the goal will count. Timekeepers will keep track of all goals scored on penalty shots.

## Five Point system

A maximum of 5 points will be awarded per game as follows:

- One point awarded for each period won.
- Half point awarded to each team for each period tied.
- Zero points awarded for each period lost.
- Two Points awarded to the game winner.
- One Point awarded to each team for a tie.
- Zero Points awarded for a game loss.

## Change of Possession

1. **Out of Play** - When the puck goes out of play, the team not responsible for the stoppage in play will be awarded the puck. A minimum of 10 feet of clearance shall be given to resume play. No face-off will occur.
2. **Goal Scored** – When a goal is scored, the scoring team is required to retreat back to the blue line until the puck is brought forward to the blue line by the opposing team. If the scoring team intentionally touches the puck prior to clearing the blue line, a penalty shot will be awarded. A team clearing the puck after being scored upon has only 10 seconds to proceed past the blue line or a delay of game penalty will be called.
3. **Goalie freezes puck** – The goalie has 10 seconds to put the puck back in play. If the goalie hangs on to the puck for more than 10 seconds, a delay of game penalty may be assessed. The attacking team will be required to go beyond the hash marks on the face-off circles until the puck is played forward. If the attacking team intentionally touches the puck prior to the other team advancing the puck past the hash marks on the face-off circles, a penalty shot will be awarded. Goalies are not allowed to play the puck past the top of the circles. If they do, a warning will be assessed, after that a delay of game penalty will be issued.

## Roster and Eligibility Rules

1. **Minimum** - A team must have a minimum of five players dressed for a game to avoid a default loss. All efforts should be made to have this minimum by recruiting eligible players from other teams (see player substitution rules below)
2. **Bench staff** – Each team must have at least one rostered Coach and one rostered Trainer on the bench.
3. **Equal ice time** - All coaches are required to make every effort to ensure equal ice time for all 3-on-3 participants.
4. **Game sheet** - Every 3-on-3 coach/manager must ensure player names and jersey numbers are correct on the game sheet prior to each game.
5. **Goalie absences** - In the event that a goalie is absent and the team is not able to find an eligible substitute goalie (i.e., registered in the league already), teams may play with four skaters. One of these players must be assigned to remain behind their own blue line. The exception is the Initiation division since they will play 3 skaters, no goalie.
6. **Substitution Rule** – If a team is facing a game forfeit (i.e., less than five skaters plus goalie), they may recruit players from another 3-on-3 team to reach the five skater minimum only.
7. **Waxers House League registered players only** - Under no circumstances can a player who is not registered on a Waxers house league team play in the 3-on-3 tournament.

## Penalties

1. All minor penalties will result in a penalty shot (see penalty shot procedure below).
2. Any individual receiving three minor penalties in one game will receive a game ejection.
3. Co-incident minor penalties will result in no penalty shots for either team – but the timekeeper will mark this penalty down to be counted towards the maximum of three minor penalties before receiving a game ejection. Co-incident minor penalties will result in a face-off at center ice.
4. A major penalty will result in the offending player(s) ejection from the game and a penalty shot will be awarded.
5. Any fighting major penalty written up on an incident report form by the referee will be reviewed by league managers to determine the length of suspension for offending players. Under no circumstances will fighting be permitted in the 3-on-3 tournament. Expulsion from the tournament may result.
6. During the course of the game, the decision of the referees is final. A zero tolerance approach will be used by the referees towards aggressive and/or abusive coaches, players, and parents. A review by league managers will take place for any inappropriate behaviour during the 3-on-3 tournament.

## Penalty Shot Procedure

1. When a penalty is called the clock will not stop (all divisions).
2. Penalty shots must be taken by one of the players on the ice at the time of the infraction.
3. The player taking the penalty shot will line up at centre ice.
4. All other players, from both teams, will line up by the far blue line.
5. All players will start from a standing position.
6. The referee will blow the whistle to start a penalty shot.
7. No other players on the ice can start skating until the referee blows the whistle.
8. Should the player miss the penalty shot, play will continue.
9. If a goal is scored, players must clear the end outside the blue line as usual.
10. If the buzzer sounds in the Initiation-Novice divisions while a player is taking a penalty shot, the penalty shot will be completed. Line changes will take place after the shot has been attempted.

## Tie Breaking Rules

**Ties in the round Robin Standings** - In the event of a tie in the tournament standings, the final positioning results will be decided by:

- a. Team with the most wins
- b. Head to head play during the round robin
- c. Team with the fewest goals against
- d. Team with the fewest goals for
- e. Team with the lowest percentage calculated by Goals Against divided by the sum of Goals Against and Goals For [ $GA \div (GA + GF)$ ]
- f. Coin toss - The coin toss will be held by the tournament convener. The coach of the team with the lowest assigned team number will make the call while the coin is in the air.