



## RULES OF PLAY:

### Tournament Rules

1. All games will be **ONE** 40-minute running time with a 3 min warm up (45-minute ice times). Once your game has ended, please exit the bench area and head back into your change rooms, so that the next set of teams can warm up.
2. Face-offs will occur only at the beginning of the game, in case of coincidental penalties, or 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.
4. Attacking prematurely may result in a penalty for the offending team (after their first warning). Being treated like a delayed offside.
5. There will be no icing calls.
6. All offside plays at the blue-line will be deemed delayed offside and the referee will call for the offending
7. players to release the puck and exit the zone. Once all the offending players have exited the zone
8. together, they may re-enter the offensive zone. Being treated like a delayed offside.
9. Teams will not switch ends. Home team will take the South side. The Visiting team will take the North
10. side.
11. After any goal, the team which has scored, must retreat to the center red line. Only then can they attack the
12. team that was just scored on. Being treated like a delayed offside. If the team that just scored does not have all
13. players cleared from center ice a penalty shot will be awarded to the team who was just scored on.
14. There are no time outs.
15. If a puck is deflected out of the ice there will be a normal face off in the appropriate place.

## FLOODS:

1. Floods will occur after each 2 game set.

## SHIFTS:

1. Player shifts will be 1 minute and 30 seconds in length. A buzzer will run to signal the end of each shift.
2. Bench doors **MUST REMAIN CLOSED** until the sound of the buzzer. If for any reason the buzzer does
3. not sound, the players must wait until it does. Failure do so will result in a penalty shot
4. Once the buzzer sounds, players must relinquish control of the puck immediately where it is and vacate
5. the ice. The new players may enter onto the ice surface immediately.
6. Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice
7. surface prematurely may result in a penalty for the offending team.

## MINOR PENALTIES:

1. All penalties will result in a breakaway situation for the offended player. The referee will place the puck on the centre face-off spot. The remaining players will line up, stationary, behind the backside blue line. Play will commence on the referee's™s command and the shift resumes as normal. If the offended player is injured and unable to perform the breakaway, the coach will assign one (1) player from the ice to replace that player.
2. The play will be continuous, rebounds are live during a penalty shot, except on a buzzer for line change.
3. Coincidental penalties shall result in a face-off at centre ice.
4. Any hit from behind will result in the player being ejected from the game.
5. When a penalty is called, the clock **will not** stop.
6. If the minute shift finalizes during a penalty breakaway, 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
7. the ice immediately after the save or goal.
8. A hand pass will result in a penalty shot

## BENCH VOLUNTEERS:

1. Up to (3) 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.

## POINTS:

1. Points will be earned in 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:
  - Goal Differential

- Fewest Goals Allowed
- Total Goals Scored
- Head to Head

## **SEMI & FINAL GAMES ONLY:**

1. Shoot out -3 shooters will be picked. 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.
2. A Mercy Rule will be in effect whereby, only a 7-goal difference will be shown on the score clock at any time.

## **END OF GAME**

A customary handshake will take place at the end of each game. (FIST BUMPS GLOVES ONLY)