

3 ON 3 HOCKEY ICE WORLD PLAYING RULES

- 1) Teams are allowed a maximum of 9 skaters plus one goalie
- 2) Game sheets must be filled out, with all players listed in the order of taking possible penalty shots.
- 3) Teams should have two sets of matching home & away (dark & light) jerseys.
- 4) Each team is guaranteed 4 games in the tournament and **shall be prepared to start 15 minutes ahead of the scheduled game time. NO refunds will be issued for team cancellations for any reason after the team has been scheduled to play, including expulsion of players and arena or ice malfunctions. Teams found to be cheating will forfeit their right to any points and/or awards.**
- 5) General rules of the USA Hokey rulebook will be used with the following amendments:
- 6) Penalty shots accrued will be taken at the end of each game, the only exception being when the outcome cannot be changed in playoff games.
- 7) NO body contact is allowed but slap shots are allowed. Games are **25 minutes** long.
- 8) Our tournaments stress **SPORTSMANSHIP & FUN**. Any player assessed a major or match penalty, a “checking from behind” penalty, or a misconduct for abuse of officials, **will be expelled from the**. (Please warn any hotheaded or temperamental types of this rule!)
- 9) **NOTE: If any team incurs 8 penalties** in a game, each subsequent penalty will result in the immediate expulsion from that game by each offending player.
- 10) A face-off will start the game. At all other times when the puck leaves the playing surface, it shall be restarted immediately with possession given to the team that did not cause it to go out of play & at a spot near the stoppage but not in the offensive zone.
- 11) There will be no icings called.
- 12) CCA approved helmets, facemasks **MUST** be worn by all participants in all divisions except Men’s who can forgo facemasks **at their own risk**.
- 13) After a goal is scored; when the goalie freezes the puck; or an offside at the blue line, the referee will blow his whistle indicating that the offensive players must clear the zone & tag up at the blue line simultaneously. They now become defensive players, and can re-enter the zone to pursue the puck. They **CANNOT** intentionally play the puck while it is still inside the zone & they haven’t yet cleared to tag-up, or they will be assessed a “delay of game” penalty.

For any penalty, time will not be served in the penalty box. Instead, once the referee calls the penalty as usual (delayed whistle) when the offending team gains possession of the puck, the referee notifies the scorekeeper of the infraction which is recorded. The puck is then turned over to the non-offending team in the neutral or defensive zone, nearest to where play was stopped. At the end of the game penalty shots are taken in order of the players listed on that game sheet. Shots taken simultaneously (unless there is only one referee). Games that finish tied during round-robin play and after any penalty shots, **stay as ties** and are not broken except in playoffs.

- 14) Tie-Breakers: 1. Head to head result between tied teams, in the case of only 2 teams tied. 2. Least penalties committed in all games played. 3. Lowest goals against. 4. Plus-minus goal differential. 4. Coin Toss