



LEAGUE RULES

The following rules are for the benefit of all 3-on-3 participants:

GAME TIMES

3 x 18-Minute straight time periods

Warm-ups at all ages will be 3 minutes and a 30 second break between periods

NO INTENTIONAL BODY CHECKING

ICINGS PERMITTED

TWO LINE PASSES PERMITTED

TAG UP OFF-SIDES - when players are offside, all must clear the offensive zone to the neutral zone before re-attacking in the offensive zone (Referee will coach the offending team out of the zone).

NO TIMEOUTS

Face-offs occur at the beginning of each period at center ice.

Teams in all divisions will switch ends at the end of each period.

Change lines on the fly "no buzzer system". Cannot change prior to penalty shot.

NO OVERTIME AS GAMES ENDING IN A TIE WILL REMAIN TIED

SCORING

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 team scored upon. 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.

2 goal rule - A two-goal per period rule is in effect. No individual player can score more than two goals in each period. Timekeepers will track all scorers and post player number in the timekeeper's box. If a player scores a third (3) goal in any period, the goal will not count. (with the exception of the a penalty shot)

If player with 2 goals receives a penalty shot the player will be allowed to shoot and the goal will be counted.

If a team is BEHIND BY THREE OR MORE GOALS, then all players are allowed to score - no limitations on goals per period (unless the gap is again closed to less than three goals behind).

GOAL DIFFERENTIAL RULE

In an effort to keep all games more competitive we have implemented the following rule that will apply to all games.

4 or 5 goal differential – Trailing team will be allowed to play with 4th skater on the ice until differential is 3 or less (4 on 3)

6 or more goal differential – Trailing team will be allowed to play with 4th and 5th skater on the ice (5 on 3) until differential is 5 or less then they would go to the above 4 on 3 situation.

We ask that all coaches explain this to the players and have patience for both the officials and players to get up to speed with this rule. The referees will make every effort to get the extra players off the ice at appropriate times but patience will be required.



LEAGUE RULES

PENALTIES

All penalties will result in a penalty shot.

Any individual receiving **3 minor penalties** in one game will receive a game ejection. If a problem persists with this player than further suspension may be reviewed by league managers.

Coincidental minor penalties will result in no penalty shots for either team but the timekeeper will mark this penalty down to be counted toward the maximum of 3 minor penalties before receiving a game ejection. Coincidental minor penalties will result in a face-off at centre ice.

A major penalty will result in the offending player(s) ejection from the game and two goals being awarded to the opposing team.

Any major penalty will be written up on an incident report by the referee and will be reviewed by the league managers to determine the length of the suspension for offending players.

NO FIGHTING - Expulsion from the league may result. A player suspended or expelled from the league for any reason will not be entitled to any refund or credit.

All game ejections in the 3rd period will be reviewed by league managers.

In the event that there is no goalie on a team and a penalty is called against that team, the goal will automatically be awarded (rather than having a player take a shot on an empty net). If a delayed penalty is called near the end of the game and the clock runs out, and where an additional goal would change the outcome of the game, the penalty shot will be taken.

Suspensions -all suspensions will be issued at the discretion of the league managers.

PENALTY SHOTS

When a penalty is called, the clock will not stop (all divisions).

Penalty shot must be taken by the player infringed upon (if applicable) and **NO LINE CHANGES ARE PERMITTED UNTIL SHOOTER HAS CROSSED OPPOSITION BLUE LINE.**

The player taking the penalty shot will line up at centre ice. All other players from both teams will line up by the far blue line. All players will start from a standing position.

Referee will blow the whistle to start play. No other players on ice can start skating until the player taking the penalty shot has crossed the blue line. Referees will direct the players appropriately. Should the player miss the penalty shot, play will continue. If a goal is scored, players must clear the zone as normal.



LEAGUE RULES

REFEREES DECISIONS ARE FINAL AND A ZERO TOLERANCE APPROACH WILL BE USED BY THE REFEREES TOWARDS AGGRESSIVE OR ABUSIVE BEHAVIOR BY COACHES, FANS, OR PLAYERS. ANY INCIDENTS WILL BE REVIEWED BY LEAGUE MANAGERS AND POSSIBLE DISCIPLINARY ACTIONS TAKEN.

SIMPLE CHANGE OF POSSESSION

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 ten feet of clearance shall be given to resume play. No face-off will occur.

Goalie freezes puck - The goalie has 10 seconds to get rid of the puck. If the goalie hangs onto the puck for more than 10 seconds a delay of game penalty may be assessed. The attacking team is required to clear the top of the circles until the puck is played. If the attacking team intentionally touches the puck prior to the other team advancing forward, a penalty shot will be awarded.

GOALIES

Pulled Goalie - Teams may pull their goalie for an extra attacker only in the LAST 3 MINUTES of a game or on delayed penalty calls. Goalies cannot play the puck past the blue line.

ROSTER AND ELIGIBILITY RULES

It is the responsibility of the coach to ensure that attendance is reflected accurately on the game sheet, and that the jersey numbers are accurate.

Roster size - No more than 9 skaters and 1 goalie can be dressed for any given game. A team must have a minimum of 6 (5 skaters and 1 goalie) players dressed for a game to avoid forfeit.

No more than 3 coaches/parents may be behind the bench at any time. Every 3-on-3 participant must have filled out a registration/waiver form.

Affiliate players - All affiliate players must have completed a registration and waiver form prior to stepping on the ice. Under no circumstances can a player that has NOT registered and/or completed the waiver form be permitted on the ice.

Back up goalies - Most teams are not carrying two goalies on their roster. In the event that your goalie is unable to make the game then the team is allowed to dress either another player from its roster in net or find a replacement goalie on their own. This replacement goalie can be another team within the 3 on 3 league or outside of the league. If the goalie is not previously registered in the league then the coach must declare the goalie prior to the game ensure that the goalie has completed the registration and waiver form prior to stepping on the ice. (this exception will only apply to emergency back up goalies). Failure to abide by this rule will result in a game default and possible further action at the discretion of league management.



LEAGUE RULES

SCOREKEEPING AND STATS PACKAGE

Each team will be responsible to place one parent in the time keepers box to operate the clock and record goals, assists, and penalties.

Scorekeepers will do their very best to record first assists on goals and attempt to get the appropriate goal scorer but it must be understood that 3 on 3 moves extremely quick and there are a lot of goals scored. There are no stoppages in play and therefore every assist and goal may not be recorded accurately. We will attempt to be as accurate as possible but parents and coaches must have some understanding.

The stats package is not meant to be 100% accurate and is set up more to be fun for the kids to see their names on the site and be able to track their team. We will do our best to keep stats accurate but it is virtually impossible to have every goal and assist recorded properly. **There will be no adjustments to the game sheets or stats after they have been entered into the system. Coaches may look at the game sheet immediately after the game and adjust goal scorers if they wish but no assists shall be added. PLEASE EXPLAIN THIS TO YOUR PARENTS.**

OTHER

The ice will be flooded after every second game.

Floods will occur between the completion of the 5:30 game and commencement of the 6:45 game.

Please ensure that you are aware of the flood schedule and that your team is ready to step on the ice at the immediate conclusion of the prior game or the flood.

Schedules for the season will be posted but the league managers reserve the right to change the schedule in order to create balanced divisions. There may also be crossover amongst divisions within the same age group.

WE HOPE THAT EVERYONE HAS A GREAT SEASON AND ENJOYS BEING PART OF THE
OOKS 3-ON-3 SEASON

If you have any questions, concerns, or comments please feel free to contact us at any time.

Sincerely,

Russ Hewson and Serge Lajoie
Directors, Ooks 3-on-3