

## 3 0N 3

### RULES AND REGULATIONS

1. COACHES – Parents are allowed on the bench side of the small rink to help with the younger kids, but absolutely no coaching from the bench. U15 & up no adults on the bench.
2. PENALTIES – Called right then, play stops, instant penalty shot. The clock continues to run. The buzzer will sound on each minute for U9 and under, the penalty shot will still be taken, and then, the players may change once the player has shot. At the end of a game, the penalty shot is still taken if the penalty occurs before the end of the game.
  - The players on the ice, other than the shooter, must stand against the boards by their respective blue line on the large ice side of the rink, until the shot is taken. Then they may change or start the play.
  - The shooter must tag up at the blue line before he/she may continue into the play.
3. RULES – No offsides
  - Buzzer on each minute for U9 and under. U11 and up will change on the fly.
  - Once a goal is scored or a save has been made, the opposing team must back up outside the blue line.
  - Leaving the bench early is a penalty.
  - Touching the puck after the buzzer is a penalty.
  - If there are only 5 skaters and a player has to stay on the ice, they must tag the boards past the red line in their own end, if not, a penalty.
  - There is ABSOLUTELY NO BODYCHECKING.
4. REFEREE & TIMEKEEPERS – They are the boss! They enforce the rules and they have the right to throw anybody out of the game if warranted. That player will be written up and that player will be dealt with by Cam Paddock, Director of Hockey Operations.
5. All games MUST start and end on time. If the players are late, the timekeeper will adjust the length of the game time, so we end on time. The length of each ice slot is 60 minutes. There will be a 3-minute warm up. Then the puck drops. We play 2, 25 minutes halves. There will be a 1-minute intermission. There will be a buzzer every minute for the kids to change on the fly. The play continues from where the puck lies.
6. SPARE PLAYERS – The player must be of equal talent to the player that is missing. If a ‘ringer’ is brought in, the Director of Hockey has the right to determine a forfeit to the team responsible. The player can be from a team

already in the league, it is very important that the game must be played.

GOALIES- if a goalie is unable to make a game and a spare is not available, a player must fill in to allow the game to be played.

- No spare may be used in the playoffs, unless the Director of Hockey and the other team rep agree on the player sparing. Please don't leave it until game time, you may be short handed.
7. STANDINGS – 2 points for a win, 1 point for a tie, and if tied at the end of the regular season, it will come down to goals for and against.
  8. GOALIE EQUIPMENT – Find someone from the team to be in goal each game. This may be rotated or you may have a player that may want to play full time.
    - Goalie equipment will be offered at the front desk. The team rep or parent may check the goalie equipment out for each game. A set of keys will be required along with a signature, this person will be responsible for its return right after the game. If any equipment goes missing, this individual is responsible to replace it.
  9. MERCY RULE - When the differential is 10 goals then a 4th skater is added to the team losing, once the goal differential is back to 4, the 4<sup>th</sup> is then removed from the ice.