



Original Six 3on3 March Break Tournament Rules & Regulations 2010

- All games will be Non-contact
- All games will be running time and there will be one 22.5 minute period/game.
- **All Division (Tyke, Novice, Atom, PeeWee and Bantam)** will have a 90 second buzzer and will be 3 on 3 play. When the buzzer sounds the players must leave the puck and skate immediately towards the bench. Players on the bench may **NOT** go on the ice until 1 player has touched the bench at the gate he is going off. If a player goes on the ice ahead of the first player touching the bench, a penalty will be called and penalty shot awarded. Referees have full discretion. In addition, if a player on the ice plays the puck after the buzzer sounds a penalty will be called.
- **A 5 goal per game rule is in effect.** No player can score more than 5 goals per game. Timekeepers will track goal scorers at the time keeper box. If a player scores a 6th goal in a game a penalty will be called. If a team falls behind by 3 or more goals at any time during the game then the **5 goal per game rule** is waived (until the gap is again closed to less than 3 goals behind) for the rest of that game. The 5 goal rule is also waived if a player with 5 goals is awarded a penalty shot (waived for that penalty shot only).
- **Offsides will be in effect**
- **Icings are not called and two line passes are not called**
- If the puck goes out of play the defending team will receive the puck nearest the point of exit and will be given 10 feet clearance by the offending team.
- When play is stopped due to the goalie covering the puck or a goal is scored, a whistle will signal the attacking players to vacate the zone (blue line). All players must clear the blue line before the first player can attack. If an attacking team player touches the puck **intentionally** before clearing the blue line a penalty will be called.
- All CAHA rules will be in effect unless otherwise stated.
- All players must wear CSA approved equipment and facial protection is mandatory.
- **Teams with less than 5 players.** The main focus of our tournament is for fun and enjoyment. Should a team be short players during the game (less than 5 skaters) coaches are asked to assign players to the opposite team to ensure maximum ice for all players. The team that has less than 5 players and a goalie will default the game.
- If a team has less than 6 skaters, on a line change, all 3 players on the ice must skate back to the bench on a buzzer before resuming play. The one or two players that are staying on the ice cannot be the first one to touch the puck.
- No more than 9 skaters and a goalie should be dressed for any given game, unless approved by tournament director.

PENALTIES:

- **All minor penalties will result in a penalty shot.**
- The player who is taking the penalty shot will stand at blue line with the puck
- All other players from both teams will line up on the centre ice line and will start in a **standing** position.
- Ref will blow the whistle to start the play
- Should the player miss the penalty shot play will continue
- Should the player score – same rules as a regular goal apply.
- During penalty shots the clock will stop for 5-10 seconds to allow for players to set up and then will continue to run.
- **Any player receiving 3 minor penalties will be ejected from the game**
- In the event of a major penalty, the player will be ejected from the game and the non-penalized team will be awarded 2 goals
- During the game, all referee decisions are final
- No time outs will be allowed during games

GOALIES:

- In the event of an absent goalie, teams may play with a fourth skater. This player may not exit their own zone (blue line) except to change or in the last shift of a game. This player is not required to change on the buzzer and can change at any time.
- Any penalty called against a team without a goalie will result in an automatic goal.

ATTENDANCE:

- Coaches will be allowed to use replacement players from the **same division and caliber or lower (this applies to goalies as well)**.
- Replacements may only be used in emergencies or potential emergencies to meet the minimum, not to fill the benches.

TOURNAMENT CONTACT INFORMATION

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