



Official Rules & Regulations for the Youth 3 on 3 Hockey League 2010

The following rules are for the benefit of all 3on3 participants:

Section I: Game Play Rules

1. All 3on3 games are **NON-CONTACT**.
2. All 3on3 games are running time
3. ICINGS are **not called** in games.
4. TWO-LINE PASSES are **not called**.
5. OFF-SIDES are **not called**.
6. Face-offs occur at the beginning of each period at center ice.
7. Teams in all divisions will switch ends at the end of each period.
8. Line Changes:
 - i) **MITE** division – Line changes are in **2-minute intervals**
A buzzer will sound to instigate the changes. When the buzzer sounds, players must leave the puck immediately and skate directly to the bench. The next line cannot leave the bench until the last player on the ice reaches the bench. If players leave the benches early, the referee will award possession to the opposing team. Teams will receive one warning before being penalized.
 - ii) **PEEWEE, BANTAM and MIDGET DIVISIONS** – Line changes will be done **“on the fly”**
– no buzzer system.
9. **MITE GOALIES** – Once the buzzer sounds, goalies must remain in their goal creases and not play the puck until the line change is complete with the new line reaching the ice.
10. **Scoring** – 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 3rd goal in any period, the goal will not count.
 - i) When a player has two goals in a period, and is awarded a penalty shot – if this player scores on the penalty shot, the goal will count. Timekeepers will keep track of all goals scored on penalty shots.
 - ii) 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).
 - iii) In the MITE division, if a goal is scored and the buzzer sounds before the zone is cleared, the new line of the defending team must clear the puck from the zone before the scoring team can take control of the puck.
11. **Change of possession** –
 - i) **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.
 - ii) **GOAL SCORED** – When a goal is scored, the scoring team is required to retreat back to the **TOP OF THE NEAR FACE OFF CIRCLES** until the puck is brought forward to the **HASH MARKS** by the team scored upon. If the scoring team **INTENTIONALLY** touches the puck prior to clearing the **HASH MARKS**, a penalty shot will be awarded. A team clearing the puck after being scored upon has only 10 seconds to proceed past the **HASH MARKS**, or a delay of game penalty will be called.
 - iii) **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 hash marks on the face-off circles until the puck is played forward. If the attacking team intentionally touches the puck prior to the other team advancing forward, a penalty shot will be awarded

12. **Timeouts** – no timeouts will be awarded during the regular season. Each team will be awarded one 30 second timeout during the playoffs.

13. **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.

14. **Goalies** cannot play the puck past the blue line.

15. There will be no overtime during the regular season. Games will end in a tie at the end of the third period.

16. All suspensions will be issued at the discretion of the league managers.

Section II – Roster and Eligibility Rules

1. No more than 9 skaters and 1 goalie can be dressed for any given game – no exceptions.

2. A team must have a minimum of 5 players dressed for a game to avoid default.

3. No more than 3 coaches/parents may be behind the bench at any time.

4. Spectators are prohibited from viewing the game from the side of the rink where the players' benches are.

5. If jersey colors are the same, the visiting team must use "cover-ups" or "pinnies" which will be provided. Please ask our 3on3 convenor for assistance.

6. All coaches are required to make every effort to ensure EQUAL ICE TIME for all 3on3 participants.

7. Every 3on3 participant must have filled out a registration/waiver form (including parent's signature) prior to the first game.

8. **SUBSTITUTION RULE – PLAYERS** - As a result of this new system, teams will be permitted to "borrow" players from other teams when their roster is short. Any "borrowed" players must be the same age or younger, and must be the same caliber or lower. Coaches should not contact the league managers to find substitute players.

9. **SUBSTITUTION RULE – GOALIES** - In the event that a goalie is going to be absent, a team may borrow a goalie from another team at the same or lower age level. If the team fails to find a substitute goalie, teams may play with 4 skaters – one of these players may borrow HYHA owned goalie equipment and play in the net OR they must be assigned to playing behind their blue line. The extra player should not stay in net unless they are properly protected to do so.

10. Under no circumstances can a player who is not registered on a team play in the 3on3. Failure to abide by this rule will result in a game default and possible further action at the discretion of league management.

Section III – Penalties

1. All minor penalties will result in a penalty shot.

Penalty Shot Procedure

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

Penalty shot must be taken by one of the players on the ice at the time of the infraction, and all players on the ice must remain there until the shot is taken.

The player taking the penalty shot will line up at center ice.

All other players from both teams will line up by the TOP OF THE FAR FACEOFF CIRCLES.

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 been taken. Should the player miss the penalty shot, play will continue.

If a goal is scored, players must clear the zone as normal.

** If the buzzer sounds in the MITE divisions while a player is taking a penalty shot, the penalty shot will be completed. Line changes will take place after the shot has been attempted

2. Any individual receiving 3 minor penalties in one game will receive a game ejection.
3. 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 center ice.
4. A major penalty will result in the offending player(s) ejection from the game and a penalty shot will be awarded.
5. 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. Under no circumstances will fighting be permitted in 3on3. 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.
6. All game ejections in the 3rd period will be reviewed by league managers.
7. During the course of the game, the referee's decision is final. A zero tolerance approach will be used by the referee towards aggressive and/or abusive coaches, players and spectators. A review of incidents involving inappropriate behavior will be conducted by league managers with possible disciplinary actions taken.