

3v3 STREET HOCKEY RULES

Penalties

Referee discretion is an important part of any sporting event. Referees will be wearing RED shirts. The Referee's decision is FINAL. There should be no arguing of calls by participants or spectators. Arguing calls by either of these parties will result in a penalty shot being awarded to the other team on the first offense, and a team being disqualified from a game as a result of the second offense. Calls may NOT be questioned. These policies shall be strictly enforced with a zero-tolerance approach. Penalties awarded as a result of excessive arguing are made at the sole discretion of the Referee.

1. There shall be no slashing, hooking tripping, crosschecking, high sticking, or inappropriate stick work of any kind. Doing so shall result in a penalty shot for the other team. More serious offenses, including, but not limited to, spearing and/or butt-ending, shall result in an individual being **immediately removed from tournament.**

2. Fighting is unacceptable and will always result in the individual being **removed from tournament.** From an organizer's standpoint, fighting is defined as one punch. The public setting of these events means that fighting may also have legal ramifications.

3. There shall be no pushing, shoving, checking, roughhousing, or Unsportsmanlike conduct of any kind. Doing so shall result in at least a penalty shot for the other team, but may be punished more severely according to the discretion of the referee and/or tournament supervisor.

4. There shall be no stalling. Stalling is called at the discretion of the official. Doing so shall result in a penalty shot for the other team.

5. Any player that gets penalized two times during one game for incidents mentioned above will be disqualified from participating in the remainder of that game. The team will also then be forced to play the remainder of the game short-handed (i.e. 3-on-2. It's like a red card in soccer!) The player in question may be subject to more serious punishment (i.e. ejection from the tournament), if the Tournament Supervisor deems necessary. In addition, the entire team may be removed from the tournament based on the questionable actions of one team member.

6. If any player touches the ball while his/her team has too many players on the street, it shall be ruled a "too many players on the street" penalty and the opposing team shall be awarded a penalty shot. There is no 10ft rule grace given for player changes!

"Too many players on the street" penalties are not applied against the "two penalties and you are out" rule.

7. No slap-shots are allowed during games.

Slap-shots are defined as any shot that involves a wind up that begins above the shooter's waist. If a participant intentionally and knowingly takes a slap shot, the opposing team will be awarded a penalty shot.

Penalties awarded as a result of slap-shots being taken do not count against the "two penalties and you are out rule."

Continued....

Penalties

8. Any contact made with the ball when the stick is above the crossbar will be penalized with a penalty shot.

Penalties awarded as a result of making contact with the ball with a high stick also do not count against the "two penalties and you are out" rule.

9. The result of all penalties is a penalty shot awarded to the other team. Penalty shots are taken immediately after an infraction, and are taken with the ball being placed at center ice according to breakaway type format.

10. For penalty shots, the ball is dead after the shot **or** at the conclusion of forward progress. Possession is always given to the defending team regardless of the outcome of the shot. After the shot, the ball is **immediately** live to the defending team.

Any individual can take all penalty shots for a team if it so chooses (i.e. the shot does not have to be taken by the player that was infringed or a player that was on the rink at the time of the infraction).

Shoot Outs

If the game reaches the 24-Minute time limit in a tie, the teams will go into a 3 round shootout to determine the winner.

Each team will have 3 players from their own team to participate in the shootout. Each of these shooters will be given one breakaway from half-rink on the opposing goaltender. The team with the most goals at the end of the shootout will be declared the winner.

If the score remains tied after the initial 3shootout rounds, the shootout will move to sudden death format. In the sudden death shootout, the same 3 players must shoot in the same order as they did during the initial shootout round. Sudden death shoot out rounds continue until a winner is declared.

Equipment Requirements

1. Goaltenders should bring their own goaltender equipment. The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team. **Pads may be no wider than 13"**.

2. Sticks and running shoes will NOT be provided and are required by all participants. All sticks are subject to examination by the referee prior to each game. Any type of stick (wood, graphite, plastic blade, etc.) can be used, but if the stick is chipped, sharp, or deemed potentially dangerous at any time before or during game action, its use will not be allowed. Curves of all kinds are allowable; all true street hockey players know that there is no such thing as an illegal curve in street hockey!

3. **Helmets are REQUIRED with full mask for ALL Players.**

4. Gloves, jocks, mouth guards and shin guards are **STRONGLY ENCOURAGED FOR ALL PARTICIPANTS**, but are not mandatory.

Game Rules

1. It will be a 3 versus 3 street hockey three-game schedule; each team may have up to 7 players and a goalie (8 player's total) on their official roster.
2. After a team scores, the ball will be removed from the net to begin play again (no face-off). The team that was scored on must stand next to or behind their own net with the ball and wait for the referee to blow the whistle. This whistle will indicate the ball is "live."
3. A 10-foot "safe zone" is granted to the team who was scored on and is re-entering the ball into play.
4. Only two face-offs throughout the game; one to start each half.
5. If a ball leaves the playing surface, a new ball will be immediately placed by the referee behind the net of the opponent of the last team to touch the ball and considered "live."
6. No time outs for either team.
7. Players will change on the fly. No more than three players and a goalie are allowed on the surface at a time.
8. Most ice hockey penalties will be called; there will be a list of our penalties at the scorer's table of each rink.
9. All penalties will be granted a penalty shot. The ball is "live" if a goal is not scored.
10. There will be no icing or off-sides during this tournament.
11. Each player will need to sign a waiver to play in the tournament.