3 Game Guarantee

- In the two teams, two half-ice games model, each team will consist of up to 18 players (16 skaters and two goaltenders) divided into two units of nine players. Each team unit of nine players will have one goaltender and eight skaters. Smaller numbers will allow for players to double shift to ensure there are always four players on the ice. Coaches must make sure all players take turns double shifting. Teams will play 4 on 4.

- Game time is 2 x 23-minute halves runtime, plus a three-minute warm-up. Shifts will be 1 minute in length. At the buzzer players stop play and change with players on the bench. The puck will be given to the team whose goal is closest to the puck. Players will give a 3-metre clearance at this time.

- There will be no floods between two novice games.

- One referee will officiate each game.

- There will be one faceoff at the beginning of each half. The puck will be dropped at an approximate midpoint between both nets.

- When play is stopped due to the goaltender freezing the puck or a goal being scored, the referee will signal the attacking players to back off three metres. Once the attackers have moved back, the players may resume play as soon as the possession team has control of the puck. In the event a puck goes out of play, the referee will provide a new puck to the non-offending team and the offending team will be required to provide a three-metre cushion.

- Incidental contact may happen, but body-checking is not permitted.

- Minor Penalties
  - The official will briefly raise their arm to indicate a penalty will be assessed. If the offending team controls the puck, the official will blow the whistle and award a change of possession. At the conclusion of the shift, the official notifies the coach of the infraction and the number of the offending player. The offending player will sit out their next shift, but the team will NOT play short-handed.

- Major Penalties
  - Match penalties, game misconduct or gross misconduct penalties (any infraction that would normally require a player to be ejected from the game) will be assessed by the
official blowing the whistle and removing the offending player for the remainder of the game. Teams will **NOT** play short handed. In accordance with the OWHA mandate, officials will record the incident on the game sheet and a major penalty report will be filed.

- There is no centre-ice (red) line, and therefore no icing.
- There are no blue-lines in play, therefore there are no off sides.
- The home team shall defend the two ends of the rink, while the visiting team shall defend the centre-ice nets.
- When the buzzer sounds to end the first half, the visiting team will switch ends and switch benches, so players can play against the other half of the opposing team.
- Teams will share the respective player benches with each team using the gate closest to the net they are defending.
- The main score clock will be used to keep time for both games simultaneously.
- No score is kept. Major penalties will be recorded on the game sheet, signed by the official and time-keeper and submitted to the tournament office.