



## **TOURNAMENT RULES 2020**

The following rules have been implemented in an effort to provide an opportunity for all players to enjoy the Manitoulin 3 on 3 Tournament weekend.

### **SECTION 1 – ROSTERS, TEAMS, DIVISIONS**

1.1) Teams will consist of:

A minimum of 7 players to maximum of 10 players (goalies are considered players).  
All players are required to be house league players  
A maximum of 2 bench personnel in all age groups (please note rule 3.16).

1.2) All bench personnel must be 18 years of age or older.

1.3) Players may play for only 1 team during a tournament weekend.

1.4) Players listed on the first game sheet will be considered the “official roster” for each team. Roster changes cannot be made for the remainder of the tournament.

1.5) Female players are to play in their respective division, no playing down a division.

1.6) There is no limit to the amount of High School players, male or female, who also play house league. No over aged High School players allowed. Eligible Midget age and under only.

1.7) Divisions are made up of combined major and minor players.

1.8) All players and coaches must sign waiver before taking to the ice.

### **SECTION 2 – TOURNAMENT PRE GAME RULES & EQUIPMENT REQUIREMENTS**

2.1) The game sheet must:

Be filled out and signed 15 minutes prior to game time.  
List the players in order that they would take penalty shots at the end of regulation time and may be filled out in a different order for each game if you choose.

2.2) Teams that do not fill out game sheets 15 minutes prior to game time will have players randomly listed by a Manitoulin 3 on 3 representative AND will be assessed one (1) penalty resulting in an additional penalty shot at the end of the game.

2.3) Teams are to supply their own matching jerseys. If a contrast of colours occurs, Manitoulin 3 on 3 will provide jerseys/pinnies and a coin toss will determine who will change colours.



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### 2.4) EQUIPMENT REQUIREMENTS:

Full CSA approved equipment **MUST** be worn by ALL male & female participants in all divisions.

### SECTION 3 – GAME RULES

3.1) Only 1 Puck is to be used for Warm Up of the Goalie

3.2) Games will consist of two (2) 12 minute periods, straight time.

3.3) There will be NO BODY CHECKING in any division.

3.4) Teams are given a 2 minute warm up before each game.

3.5) Flooding will occur every second game.

3.6) Slap shots are allowed.

3.7) No stick or equipment measurements will be allowed.

3.8) There will be NO ICING called

3.9) After:

A goal is scored OR

The goalie freezes the puck (some part of the goalie **MUST** be in the crease to freeze, a warning will be issued for first offense, subsequent offenses will result in a delay of game penalty for offending goalie) OR

An offside at the blue line

The referee will blow the whistle. The formerly attacking team must immediately vacate the zone & tag up at the blue line together. They **CANNOT** play the puck until the puck clears the blue line OR until they have all tagged up (became on side). For contravention of this rule, the offending team will be assessed a “delay of game” penalty.

3.10) **MAXIMUM 7-GOAL DIFFERENTIAL** – At no time during a game will the scoreboard display more than a seven (7) goal spread. The 7-goal differential will also be used on tournament standing boards and in tournament statistics. Score sheets (game sheets) will continue to



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count the actual score for recording purposes only. Upon completion of the round-robin portion of the tournament, team goal averages will be calculated using the 7 goal differential score only.

- 3.11) **PENALTIES/PENALTY SHOTS** – For any penalty or infraction, time will NOT be served. Penalties will result in one (1) penalty shot per infraction for the opposing team. For each infraction after 5 penalties, the opposing team will receive two (2) penalty shots per penalty. All penalty shots will be taken at the end of the game.

When a penalty or infraction occurs the game official (referee) will signal the timekeeper and point to the offending team's bench. All penalties will be “whistled” immediately (no delays) except in a direct scoring opportunity for the non-penalized team. The offending player must immediately go directly to his team bench. As the offending player reaches the bench he/she will be replaced with another team-mate on the ice. The puck will then be turned over to the non-offending team in their defensive or neutral zone (whichever is nearest to where play was stopped) and game play will resume. If the puck is turned over in the defensive zone, the offending team must clear the blue line and become “on side” or tag up before re-entering the zone.

**FOR PENALTY SHOTS** - Players will shoot in the order that they are listed on the game sheet at the end of regulation time. Teams will take all of their penalty shots consecutively. The team with fewer goals at the end of regulation time will shoot ALL of their penalty shots first - regardless of the score differential. If the score is tied at the end of regulation time, the visiting team will shoot first. Penalty shots will then only be taken by the “winning” team if necessary and until the 7-goal maximum is reached.

- 3.12) **FORFEIT** - The score of 2-0 will be awarded to the winning team in the event of forfeit.
- 3.13) Ice-conditions and ice-flood decisions will be made solely at the discretion of tournament Referees and/or Manitoulin 3 on 3 Representatives.
- 3.14) Absolutely **NO PROFANITY** or abuse of officials will be tolerated. Contravention of this rule will result in expulsion from the tournament.
- 3.15) The Manitoulin 3 on 3 Committee and tournament officials reserve the right to eject any player or team from the tournament resulting from unsportsmanlike play. Anyone who is assessed a major or misconduct penalty, will be expelled for the balance of the tournament.
- 3.16) Ejected Bench Personnel will result in the offending coach being expelled for the balance of the tournament. Should both coaches be ejected, that team **CANNOT** replace either ejected coach and will play without any Bench Personnel for the remainder of the tournament.



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### **SECTION 4 – STANDINGS & TIE BREAKERS**

- 4.1) Tie games will remain ties in the round robin games.
- 4.2) Points will be awarded to team on the basis of:
  - Two (2) per win
  - One (1) per tie
  - Zero (0) for a loss.
- 4.3) Any ties in the standings at the end of round robin play will be broken as follows:
  - 1. Number of wins
  - 2. Head-to-head (does not apply to 3 teams or more)
  - 3. Goals average - (total goals for) divided by (total goals for + total goals against)
  - 4. Fewest penalties overall
  - 5. Coin toss
- 4.4) Penalty shots will not be taken following elimination play-off games if the game outcome cannot be affected.
- 4.5) During playoff games, penalty shots will be used to break ties. Teams will alternate taking penalty shots, one per team, until the game is decided. The shooting order will continue after all game awarded penalty shots are taken (if necessary). The next listed player after the last penalty shooter will shoot and continue to rotate through the order.

### **SECTION 5 – PROTESTS**

- 5.1) Any protests must be submitted in writing within one (1) hour of competition of the game being protested. A non-refundable fee of \$100.00 must accompany each protest. The Tournament Committee's decisions are final and binding.
- 5.2) Referees calls are not subject to protests.
- 5.3) The tournament committee reserves the right to accept or reject any or all entries; to make decisions regarding placement of teams and objections or protests involving any conduct in the Tournament; and as such all decisions shall be final.

### **SECTION 6 – SKILLS COMPETITION**

We will no longer be continuing with the skills competition.