

LaSalle 3 On 3 Street Hockey Festival Rules

Proof of birth year must be shown at Registration

Play

1. Helmets and full cages are **required** by all atom/peewee/bantam participants. Open participants **must** wear helmets.
2. Each team must have a minimum of 4 players on its roster.
3. Games may be started or completed with only 3 players, but not with 2 players (result is an automatic forfeit).
4. Teams will be placed in divisions based on information provided at time of registration.
5. Rosters may be expanded prior to the close of the registration deadline, but not thereafter. No roster substitutions are allowed after the first scheduled game. Some roster changes may be permitted prior to the team's first scheduled game, but it is up to the discretion of the convenor to approve any player changes / additions.
6. Officials reserve the right to check ID at any time throughout the event and to disqualify players and/or their entire team for not carrying ID, for submission of false information, use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind.
7. All players must individually sign the roster prior to the event.
8. All games will be played 4-on-4, including the goaltender (i.e. 3 out players plus one goalie on the street at all times). A team may play without a goaltender, if it chooses to do so, at any time during the match.
9. The ball will change possession after every goal scored.
10. During play, alternates can substitute as teams deem necessary and/or "on the fly". No stoppage in play is necessary to make substitutions.
11. There can be no goal changes made during games, except in the case of injury. If a goalie leaves a game due to injury, he/she cannot return to the game in an "out" position.
12. When the ball is covered by the goaltender, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 3 metres of space to make a play. The team with possession is allowed 5 seconds to put the ball in play.
13. **When a ball leaves play:**

If the ball goes over/under the backdrop OFF THE OFFENSIVE TEAM:

The defending team receives possession of the ball behind their own net. The opposing team must give the team with the ball 3 metres of space to make a play. The team with possession is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

If the ball goes over/under the backdrop OFF THE DEFENSIVE TEAM:

The team on offense receives possession of the ball at the place closest to where the ball left play. The defending team must allow the offensive team 3 metres of space to make a play. The team on offense is allowed a maximum of 5 seconds to put the ball back into play (after retrieving it).

If the ball leaves play at either side of the rink, the team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. Again that team is given 3 metres of space and 5 seconds of time to make a play. Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)

14. After a goal is scored:

There is no face-off. The team that was scored on gets possession and may execute play immediately. They also must execute play (i.e. cross the center line) within 10 seconds. If they fail to do so, the other team may encroach aggressively.

The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player, crosses that line (or the 10-second rule expires).

However, during the final 5 minutes of play, the team that just scored must still (in its entirety) clear half - but after so doing may then encroach immediately. The purpose of this rule is to avoid stalling by the team who was scored on and to intensify the final minutes of each game.

Time

15. Teams will be given a 3-minute warm-up before each game.

16. A 10-minute forfeit allowance will be strictly enforced.

17. Games will be 20 minutes in length (Two - 10 minute halves, running time, separated by a one minute half-time break). The last minute of the game will be stop time.

19. Each team will be allowed one (1), 30-second time out **per game**.

Penalties

20. Upon assessment of a penalty the non offending team will be awarded a penalty shot. Serious offenses may result in an individual being **removed from the tournament**. This will be up to the referee and/or tournament convenor.

21. 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.

22. 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-4. 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 Convenor deems necessary.

23. **No slapshots.**

Slapshots 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 slapshots being taken do not count against the two penalties and you are out rule.

24. 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.

25. 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. 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).

Equipment Requirements

26. 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.

27. 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.

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

Rain Plan

29. Tournament will proceed rain or shine.

30. Under the threat of severe weather, all teams should report to the street rink on which its division's games are scheduled. The game will commence once the weather passes.

Games will be considered complete if the second period commences and weather causes any type of delay.

All teams must stay near their rink at all times, as games will be played in rotation and will progress quickly. If a Team is not present at the time an official calls for the game, the absent team(s) will risk forfeiture.

Other Rules

31. Unless otherwise notified, all printed schedules are operative only through the first game for all teams. After that, each team is advised to check the Master Scoreboard for all schedules, times and other important information. We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances. Be aware that if you choose to leave the event site, you might miss out on important event related / scheduling information.

32. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.