



August 18, 19 & 20, 2017

TOURNAMENT RULES

ELKS DIVISION

Novice aged players (born in 2010/2009) will play in an open division.

MERCs DIVISION

Atom aged players (born in 2008/2007)) will play in an open division.

FALCONS DIVISION

Pee Wee aged players (born in 2006/2005) will play in an open division and may include players from "A", "AA", or "AAA" groups.

COPPER KINGS DIVISION

Bantam aged players (born in 2004/2003) will play in an open division and may include players from "A", "AA", or "AAA" groups.

TIMBERWOLVES DIVISION

Midget aged players (born in 2002, 2001 & 2000) will play in an open division and may include players from "A", "AA", or "AAA" groups.

*Players and teams may be moved up or down to a more suitable division at the discretion of the tournament committee.

TOURNAMENT PRE-GAME RULES & EQUIPMENT REQUIREMENTS

The game sheet MUST:

- Be filled out and signed 15 minutes prior to game time.
- Games may start 10 minutes prior to scheduled time at the referees' discretion.
- List the players in the order that they would take penalty shots at the end of regulation and indicate who the first shooter will be. NOTE: The list of players may be filled out in a different order for Sunday games only if you choose.

The tournament committee will supply jerseys for all teams and they shall be returned to the 3 on 3 committee organizers after the team's final game is played. NOTE: Teams are not allowed to wear their own jerseys.

EQUIPMENT REQUIREMENTS:

Full CSA approved equipment MUST be worn by ALL male & female participants.

GAME RULES

Games consist of two 12-minute periods - straight running time.

There will be NO BODY CHECKING.

There will be NO SLAP SHOTS.

The only face-offs will be at the start of each period. If the puck leaves the playing surface, play will commence with the team that did not cause the puck to go out being awarded possession in the neutral zone or their own end, whichever applies.

There will be NO ICING called.

No stick or equipment measurements will be allowed.

After:

- A goal is scored OR
- The goalie freezes the puck 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. For contravention of this rule the offending team will be assessed a "delay of game" penalty.

MAXIMUM 5-GOAL DIFFERENTIAL - At no time during a game will the scoreboard display more than a seven (5) goal spread. The 5-goal differential will also be used on tournament standing boards and in tournament statistics. Score sheets (game sheets) will continue to 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 5-goal differential score only.

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.

FOR PENALTY SHOTS: Players will shoot in the order that they are listed on the game sheet at the end of regulation time (NOTE: Round robin games must rotate all players through a continuous shooting rotation. Shooting rotation can be reset for semi-final and final games). 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 5-goal maximum is reached.

FORFEIT: The score of 2-0 will be awarded to the winning team in the event of forfeit.

Ice-conditions and ice-flood decisions will be made solely at the discretion of tournament Referees, Open Ice Representatives or Off-Ice Officials.

Absolutely NO PROFANITY or abuse of officials will be tolerated. Contravention of this rule will result in expulsion from the tournament.

The Marathon Merics 3 on 3 Hockey Challenge 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.

STANDINGS & TIE BREAKERS

Tie games will remain ties in the round robin games.

Points will be awarded to team on the basis of:

- Two (2) per win
- One (1) per tie
- Zero (0) for a loss.

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

Penalty shots will not be taken following elimination play-off games if the game outcome cannot be affected.

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.