

Woodstock Wildcats Spring 3on3 Hockey Rules

Section One: Governing Play (a) All CHA rules are in effect unless otherwise stated. (b) Full CSA approved equipment must be worn by all registered players. This includes helmets, facemasks and neck guards.

Section Two: Teams (a) Only registered players on team rosters may play. (b) Game sheets must be filled out prior to game start time.

(c) All teams must start the game with a minimum of four (4) players ie. 3 skaters and 1 goalie; or they forfeit the game and points. (e) If a goalie is absent, the team may borrow a goalie from another team ***Please reach out to 3 on 3 conveners if you require roster substitutes ahead of time. (f) A team that is trailing by five (5) or more goals, at any time, will be allowed one (1) additional skater for the remainder of the game or until the goal differential is less than 5.

Section Three: Rules of Play (a) All games will be **NON-BODYCHECKING & NO SLAP SHOTS**

(b) Game play will be 15-15-15. With a 2 minute warm-up. (c) Face-offs will occur only at the beginning of each period

(d) At all other times when the puck leaves the playing surface, it shall be restarted immediately with possession given to the team that did not cause it to go out of play & at a spot near the stoppage but not in the offensive zone.

(e) When play is stopped due to the goalie controlling the puck or a goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team. (f) There is no centre-ice (red) line, and therefore no icing calls. (g) All offside plays at the blue line will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone. (h) Goalies will switch ends at every period. (i) No time-outs will be allowed during the games (j) Teams may pull their goalie for an extra attacker only in the last 3 mins of a game. Goalies cannot play past the blue line.

(k) **Each player is only allowed to score a maximum of 5 goals in any given game. (This includes finals games as well).**

Section Four: Minor Penalties For any minor penalty, time will not be served in the penalty box. Instead, the referee will blow the whistle when the offending team gains possession of the puck, and notify the scorekeeper of the infraction which is recorded.

- The fouled player will be awarded a penalty shot at centre ice and all other players will line up along the blue line on one knee behind the centre ice.
- The teams will be separated approximately ten feet at the blue line. On the ref's whistle the shooter will begin the penalty shot and the other players along the blue line will chase the shooter.
- Should there be an infraction during the chase the fouled player will be awarded a penalty shot immediately after the accruing penalty shot is completed. If the shooter does not score the play continues. If a penalty shot takes place at the end of a shift the next line on both teams will set up on the backside blue line and the shooter will immediately come off after the shot is taken.
- When serving coincidental minor penalties, no penalty shots will be taken. The players involved in the altercation will be sent to their respective bench and the next player in sequence will go on the ice.

Section Five: Major Penalties (a) Major penalties will result in the immediate ejection of the offending player(s) and suspension pending further review by the Convenor. Minimum 1 game suspension. (b) Fighting majors will result in the penalized players being expelled from the league indefinitely pending further review by the Convenor. Minimum 3 game suspension. (c) Any player expelled from the league will receive **NO** refund.

Section Six: Coaches, Managers (a) Up to (3) three coaches, assistants or trainers, per team may be on the bench. (b) Coaches are required to make every effort to ensure EQUAL ICE TIME for all participants and there is to be no shortening of the bench. (c) Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum 1 game and subject to further review for possible expulsion from the league. Our league stresses **SPORTSMANSHIP & FUN!** INAPPROPRIATE BEHAVIOUR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!