

SPECIAL RULES

Please ensure you are aware of the Special Rules, & that the game is called accordingly to the best of your ability. Should concerns arise, contact: community@southwesthockey.ca AND vpoff-ice@southwesthockey.ca

- **Length of games:** Two (2), 12-minute periods with a 2-minute intermission.
- **Start of games:** Two (2) minute warm-up.
- **Switching Ends:** Teams will remain on each left / right side; however, at the ½ mark, teams will switch nets.
- **Team Formation:** Three (3) skaters and one (1) goalie. Goalies can be pulled for an extra skater anytime.
- **No Body Contact and No Slapshots**

U9 SPECIAL RULES

- **U9 Goalie Position:** Rotated, per game.
- **Line Changes:** Buzzer set at 1-minute intervals. Skaters must be touching the boards before the new line comes out. Once the new line is out – old line comes off the ice, onto the bench.

U11 SPECIAL RULES

- **Positions:** Skaters and goalies register as either as a goalie or a skater for the 3-on-3. Change of positions can NOT happen without approval from the SW Community Coordinator and/or the VP Off-Ice. If this happens without approval; the team involved may forfeit the game.
- **Line Changes:** Buzzer set at 1-minute intervals. Skaters **must** change at the buzzer. New line can **NOT** come on until all skaters from the previous shift are off.
- **No icings. No offsides** – As games are played on ½ ice.
- **Face-offs:** To start each half.
- **Change of possession:**
 - **Continuous Play** – When whistles lead to a change in puck possession, the Official will signal the attacking players to back off three meters. Once the attackers have moved back, play may resume as soon as the possession team has control of the puck.
 - **Goaltender freezes the puck** – The Official blows the whistle to indicate the attacking team backs off three meters and the defending team gets possession.
 - **Puck shot out of play** – The offending team backs off three meters and the Official gives the non-offending team a new puck.
- **No Face-offs After Goals:** Scoring team must skate back behind the mid-way point of the ice and wait for their opponents to come out.
- **Penalty Shots in place of Penalties:** After a penalty shot the attacking team must go back behind their net whether or not a goal is scored. The Official needs to pay attention to who the penalty was taken on, not just who did it. This is up to the Official to decide who takes the penalty shot – to the best of their knowledge.
 - **Should an infraction occur**, that would normally require a player to be ejected from the game (game misconduct, match penalty, gross misconduct), the player will be removed for the remainder of that game, and depending on the severity of the infraction; may not be able to continue in the rest of the 3on3.
- **Maximum 3:** Each player is only permitted to score a maximum of 3 goals per game. This is enforced by the Score Keeper. If a player scores more than three (3) goals, they will not count on the scoresheet.

SHOOT-OUT



RULES

Shoot-outs will be held for any semi-final or final game that ends in a tie.

The shoot-out will proceed as follows:

- 1) Teams will be required to first select the skaters who have NOT scored during the semi-final or final game. Followed by skaters with one (1) goal, then skaters with two (2) goals. **NOTE:** Once a player has reached three (3) or more goals in the semi-final or final game; or during the shoot-out, that player should no longer be on the shoot-out list, unless all other players have also reached 3+ goals.
- 2) If time permits, each team will have a minimum of three (3) skaters participate in the shoot-out. A team must go through all of its available skaters before a skater can go a second time.
- 3) If at any time during the shoot-out, the ice permit runs out, **the game will immediately end.** The final score will be based on the score at the last equal number of skaters used by the teams.
- 4) If the game is still tied the winner will be decided based on overall goals for and goals against in all games played.

Round Robin Tie Breakers

1	Head-to-Head Record between the tied teams <i>(Only if all teams tied, played each other)</i>
2	Most Wins
3	Total Goal Differential (Goals For / Goals Against)
4	Least Penalties
5	Coin toss between Coaches – if teams still remain tied