



Tucker Hockey

3 on 3 Rules

The following rules are for the benefit of all 3 on 3 participants.

SECTION 1: GAME PLAY RULES

- a) All 3 on 3 games will be **NON-CONTACT**.
- b) Goal Scoring and Assists statistics will only be kept for the 30-minute full ice 3 on 3 play.
- c) Warm-ups will be the first 15 minutes of ice time. Time starts once the Zamboni gate is closed and referees are on the ice. The following 15 minutes will be 3 on 3 Short Games. Final 30 minutes are full ice 3 on 3 play.
- d) NO ICING rule is in effect for all games.
- e) There will be NO TWO LINE PASSES called in any games.
- f) TAG UP OFF-SIDES - when players are offside, all must clear the offensive zone to the neutral zone before re-attacking in the offensive zone (referee will coach the offending team out of the zone).
- g) Only one face-off will occur at center ice for the 30-minute 3 on 3 full ice play.
- h) Line Changes: Line changes will occur in 60 second intervals. A buzzer will sound to instigate the changes. When the buzzer sounds, players must leave the puck immediately and skate directly to the bench. The next line cannot leave the bench until the last player on the ice reaches the bench. If players leave the benches early, the referee will award possession to the opposing team. Teams will receive 1 warning before being penalized. Players coming off of the ice enter the back gate, players entering the ice through the front gate.
- i) Scoring: Time keepers will track all scorers and assists and post player numbers on Tucker Hockey's website at the end of each session.
- j) Change of Possession –
GOAL SCORED

When a goal is scored, the scoring team is required to retreat back to the CENTRE LINE until the puck is brought forward to the blue line by the team scored upon. If the scoring team INTENTIONALLY touches the puck prior to clearing the centre line, a penalty will be called. A team clearing the puck after being scored upon has

only 10 seconds to proceed past the blue line, or a delay of game penalty will be called.

GOALIE FREEZES PUCK

The goalie has 5 seconds to get rid of the puck. If the goalie hangs on to the puck for more than 5 seconds a delay of game penalty may be assessed. The attacking team will be required to clear the hash marks on the face-off circles until the puck is played forward. If the attacking team INTENTIONALLY touches the puck prior to the other team advancing the puck forward, a penalty will be assessed. Goalies are not allowed to play the puck past the top of the circles. If they do, a warning will be assessed, after that a delay of game penalty will be issued.

k) There will be no overtime. Games will end in a tie at the end of the 30 minutes.

l) PENALTIES: Referees will call ALL regular game situation penalties.

m) PLAYER LINES: Predetermined lines have been set up prior to the program, based on registration information. However, lines may be changed over the course of the program to ensure every line is playing against another line of similar skill level.

- Bench bosses will ensure the proper line is on the ice at all times, as they will have a roster prior to each game.

n) GOALIES: May be shuffled between teams to ensure fair and competitive play.

o) Mouth guards, neck guards required. Please bring water bottle.

SECTION 2: ROSTER and ELIGABILITY RULES

a) No more than 9 skaters and 1 goalie may be on the bench for any game – No exceptions.

b) A player **MUST** find their own replacement for any games they will miss. Tucker Hockey has a substitution list for both players and goalies, however this should only be used as a last resort as the list is limited. 48 hours minimum prior to program time to notify Tucker Hockey.

c) We ask parents to be in the stands, and only the 2 bench bosses on the bench.

d) 2 jerseys will be given to each player at the first session. Players are responsible for wearing the appropriate color for their game (see schedule). Substituted players must show up with a Tucker Hockey jersey provided by the 3 on 3 player as there will not be extras available.

e) All players will be provided with name tags at the first session, which must be worn on the front and back of their helmets during the entire 3 on 3 season. Players must ensure their names are legible, and replace when necessary.

f) We require 2 bench bosses per team per session. Please contact programs@tuckerhockey.com (this will be on a first come first serve basis). Please let us know if you are available to help us out for the full program.

SECTION 3: PENALTIES

a) All minor penalties will be called by the referees.

1. When a penalty is called the clock WILL NOT STOP.

2. The penalized player must immediately turn their stick upside down, with the blade in their hands and continue to play out the rest of the shift in whatever capacity they can. On the next shift, they return to normal play.

b) Any individual receiving 3 minor penalties in one game will receive a game ejection.

c) A major penalty will result in the offending player(s) ejected, with the penalized team playing the remainder of the game without a set of 3 full lines.

d) Under no circumstances will fighting be permitted in the 3 on 3. Expulsion from the program may result. Players expelled from the program, for any reason, will not be entitled to a refund.

e) During the course of the game, the referee's decision is final. A **zero tolerance** approach will be used by the referee towards aggressive and/or abusive bench bosses, players and parents.

f) Any questions or concerns can be emailed directly to programs@tuckerhockey.com.

SECTION 4: OTHER

a) 1 jersey will be collected at the final session. Tucker Hockey will have the color selected for each participant, and the color required will be emailed prior to the final session.

b) Within the 3 on 3 program, Tucker Hockey fosters the development of individual skills, learn to play the game better, and above all **HAVE FUN!**