

Hayward Youth Hockey "3 on 3" Official Rules

Game:

- Two 10 minute halves of running time; Clock stops for injuries only.
- 2 minutes between half's
- 3 minute warm-up between games.
- Played on ½ sheet of ice.
- 3 players from each team on the ice at a time.
- 1 player and bench manager in box.
- Substitutions are allowed at any time within 5 feet of box.

Attacking team: considered the team that has possession of the puck and has cleared the blue line.

Defending team: Considered the team defending the goal.

Goalies: are neutral and play for themselves; both teams will be shooting at the same goalie.

Start:

- Coin toss starts the game; Home team (light jerseys) call it.
- The toss winner can choose to have the puck to start the 1st or 2nd half. There will be another coin flip in the event of a shootout, away team calls the toss for shoot out.
- Play begins with the attacking team being allowed a 5-second Neutral Zone Free Play were 10 feet of clearance shall be given until the puck carrier enters the attack zone.
- The defending team becomes the attacking team after they have gained possession of the puck and have cleared the blue line.
 - The referee will then signal the change in the status of the attacking team by calling out the team color.
 - The 5-second Neutral Zone Free Play will then begin.
- A goal can only be credited to the attacking team.

Offside:

- **Mite**
 - Attacking team must completely clear to the neutral zone before entering the attack zone following the puck. Offside will result in a possession change.
 - The 5-second Neutral Zone Free Play will then begin.
- **Squirt and above**
 - Each player must tag-up (on the blue line) before their team can score. If an offside player touches a puck, the referee will then signal the change in the status of the attacking team by calling out the team color.
 - The 5-second Neutral Zone Free Play will then begin.

Neutral Zone Play:

- If an uncontrolled puck enters into the neutral zone (outside the blue line), the referee will award possession of the puck to the first team to control the puck (referee will call out team color).
 - The 5-second Neutral Zone Free Play will then begin

Goal Scored:

- When a goal is scored, the scoring team is required to clear the hash marks on the face-off circles 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 blue line, a penalty shot will be awarded.
- A team clearing the puck after being scored upon has only 10 seconds to tag up past the blue line, and resume play or a delay of game penalty will be called.
 - The 5-second Neutral Zone Free Play will then begin.

Goalie Freezes Puck:

- The goalie has 10 seconds to get rid of the puck. If the goalie hangs onto the puck for more than 10 seconds a delay of game penalty may be assessed on the goalie.
- The attacking team is 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 forward, a delay penalty will be assessed.

NO CHECKING OR SLAPSHOTS ARE ALLOWED AT ANY LEVEL

- Penalties will be called on this and in accordance with USA hockey rules.

Penalty shots:

- Will be taken immediately upon being called, (No stoppage of the Clock). The Referee will blow play dead, all players will move to neutral ice, the puck will be set on the Blue line to be shot.
 - If the penalty is committed against another player, the player will shoot.
 - If the penalty is committed as a team infraction (Slap shot, delay of game, ect.) Non-offending team chooses shooter.
- Play will resume immediately after shot, with a change of possession and a neutral zone free skate.
- Penalty shots will be considered game shots.
- Penalties on a goalie (delay of game) will be considered a goal against his save %.

Shootouts:

- Three players on each team will shoot (or four if both teams have four players), alternating from team to team. Team winning coin toss will have choice of shooting first or last.
- If the tie remains after the 1st shootout, the shoot out will continue on a sudden-death basis.

Team Bracket Tournament Criteria:

- 1) Win/Loss determined in regulation play
- 2) Tie game at the end of regulation will result in a shootout.

Team Round Robin Criteria: (2 pts for a win and 0 pts for a loss; no ties)

- 1) Team points total
- 2) Head to head competition (used only when two teams are tied)
- 3) The most goals scored in the league
- 4) The least amount of goals scored against
- 5) The least amount of penalties
- 6) Coin flip

Goalie Scoring Criteria: (2 points for each criteria leader, 1 point for next player (Ties will result in a point split)

- 1) Game: Save %, Most Saves, Fewest Goal Against
 - a. Shout Out: Save %, Most Saves, Fewest Goals Against
 - i. Fewest Penalties against
 1. Coin toss (Youngest player calls toss)
- Players and Bench Managers should leave the ice after their game is completed so that we can start the next game on time.
 - Players and bench managers are reminded that the locker-rooms will NOT be locked, so don't leave valuables in there. The locker-rooms will be used by a lot of players so please keep them clean. Thank you

USA hockey rules for equipment and game play will be followed, except for rule modifications within this document. Due to the unique nature of 3-on-3 hockey, game situations will arise whereas referee, at his or her own discretion, will have to make a number of judgment calls. Therefore the referee's decision will be final. Zero tolerance will be strictly enforced. Any player ejected for fighting, vulgarity, unsportsmanlike conduct, including intent to injure will result in being ejected from the league/tournament.