

RMAA Renegades 3 ON 3 TOURNAMENT

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

Our Goal is for everyone to have FUN!!!!

SECTION 1: ROSTER and ELIGABILITY RULES

1. No more than 10 players including the goalie may be in a team's roster NO EXECPTIONS.
2. A team must have a minimum of 5 players dressed (full equipment including neck guards) for a game to avoid a default loss. In the event the winning team will be credited with 10 goals.
3. In the event the goalie cannot play or is absent the team must play with 4 players.
4. Teams may have more than one of their players play as goalie during the tournament.
5. Teams must adhere to the age ranges for the players. U13 players are those born in the 2013-2012, U15 players born in 2011-2010 and U18 born in 2009-2007.
6. All players must be on the team roster that was submitted prior to the first game of the tournament. Late additions/changes will be allowed at the discretion of the tournament coordinator
7. Teams must have two coaches (18+) on the bench. U18 teams must have minimum 1 parent coach.

SECTION 2: GAME PLAY RULES

1. All games will be **NON-CONTACT** - will be **NO BODY CHECKING**
2. All games are run time. Games are one 30-minute period.
3. 2 Min warm up before each game
4. No Icing rule is in effect for all games
5. There will be NO TWO-LINE PASSES called in any games
6. TAG UP OFF SIDES- when players are offside all attacking players must clear the offensive zone to the neutral zone before re-attacking (Referee will coach the offending team out of the zone) As an example – If a team goes offside the referee will blow the whistle and tell the team to leave the zone. The other team will now have possession of the puck.
7. Face-offs will occur at the beginning of each period at center ice
8. Teams will NOT switch ends at the conclusion of each period.
9. Change of Possession
 - a) OUT OF PLAY- When the puck goes out of play a face off will occur in the appropriate place. If the puck was shot out of play intentionally a penalty will be given
 - b) GOALIE FREEZES PUCK- If the goalie freezes the puck the referee will blow the whistle and the entire attacking team must clear the top of the circles in the offensive zone. Once everyone has cleared, they are allowed to attack. If the goalie holds onto the puck for an unreasonable amount of time a delay of game penalty may be assessed. It is the goalies/teams' advantage to have the goalie play the puck as quick as possible
 - c) GOAL SCORED- When a goal is scored the referee blows the whistle and all of the scoring team is to retreat past the center line. The scoring team is allowed to attack as soon as

they have all cleared. Again, the goalie will be encouraged to play the puck as quickly as possible and may be assessed a delay in game penalty if they hold on to the puck for too long.

- d) TIMEOUTS- No time outs
- e) PULLED GOALIE- Teams may pull their goalie for an extra attacker at any time.
- f) OVERTIME- There is no overtime during the round robin tournament. Games will end in a tie at the end of the second period.

SECTION 3: PENALTIES

1. All penalties will result in a penalty shot PENALTY SHOT PROCEDURE

- a) When a penalty is called the clock WILL NOT STOP
- b) Penalty shot must be taken by the one of the players on the ice at the time of the infraction
- c) The player taking the penalty shot will line up at center ice
- d) All other players from both teams will line up behind the far blue line
- e) All players will start from the standing position
- f) Referee will blow the whistle to start play
- g) NO player on the ice can start skating until the referee blows the whistle
- h) Should the player miss the penalty shot, play will continue, if a goal is scored players must clear the zone as normal

2. Any Individual receiving 3 minor penalties in one game will receive a game ejection

3. Co-incidental minor penalties will result on no penalty shot for either of the teams, but the time keeper will mark penalties down to be counted towards the incidental minor penalties and will result in a face off at center ice.

4. A major penalty will result in the offending player (s) being ejected from the game, and a penalty shot (s) awarded, Major penalties in the last 7 min of the second period will result in an additional game suspension

5. All game ejections will be reviewed by the tournament official, If the tournament official feels that it is appropriate, he can eject the player from the next game and up to including the entire remainder of the tournament

6. Player's expelled from the tournament, for any reason will not be entitled to a refund. Teams that decide to withdraw from the tournament will not receive a refund.

7. 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 coaches, spectators and parents. If needed the tournament official will assist in enforcing the referee decision to have any coach, parent or spectator ejected from the arena

SECTION 4: TOURNAMENT POINTS AND BREAKING RULES

POINTS

Teams will receive 2 points for a win and 1 point for a tie and 0 for a loss. The two teams with the most points will advance to the A final, the two teams with the next amount of points will advance to the B final and the remaining two teams will advance to the C final

TIES IN STANDINGS

In the event of a tie in the round robin standings, the final positioning results will be decided by (in order of consideration)

- Head to Head
- Most goals scored in the round robin
- Least goals against
- Least number of penalty minutes
- Coin flip

TIES IN FINAL GAMES

In the event of a tie in the finals, the game will be decided by sudden death overtime for 5 minutes, after a one-minute break the teams will continue till one of the teams scores. After that, teams must line up their players in the order they will attempt shootout goals. Teams cannot manipulate the order of shooters even after all 9 skaters have shot. Shootout will be best of 3 attempts team against team, then sudden death. Each teams shooter will attempt at the same time. Do not attempt to shoot until the ref blows the whistle. Once the players leave with the puck to attempt to shoot, the next shooter should approach centre ice to be ready to shoot in a timely manner.

SECTION 5: OTHER

- The 3 on 3 tournament coordinators have the right to waive a flood before and/or after any game in order to ensure game times run on schedule.
- Tournament coordinators also have the right to shorten or eliminate warm-ups and breaks between periods if necessary
- Teams must do everything possible to start games on time; Teams need to be lined up in the hallway ready to go on the ice as soon as the ice is clear from players or the Zamboni
- Once the game is over the teams must vacate the dressing room within 15 min, please have the dressing rooms in the shape that you arrived, all garbage in bins
- The 3 on 3 tournament coordinators shall at their discretion assess a penalty of one goal against them for every minute that a team does not take the ice beyond when a game may have been started. Once 10 penalty goals have been assessed the game will be called
- The tournament coordinators shall have the final decision in any interpretation of enforcement of the above rules