

# *Ashland 3 on 3 Stick Draft Tournament*

## *Game Rules*

### **The Game:**

- A. The game will consist of two 20 minute run-time halves**
- B. Goalies will switch ends after half time.**
- C. There will be NO ties**
- D. Games will be decided by total goals at the end of regulation or**
  - a. after additional penalty shot
    - i. if the amount of penalty shots would tie or win the game.
  - b. if tied after regulation or penalty shots a 3 player shootout will occur (Home Team always shoots second)
    - i. if the game is still tied after 3 players, each team will continue with additional players from their until one team outscores the other.
    - ii. no player shoots twice in the shootout until all players have taken their shot.

### **Play of the Game:**

- A. Faceoff only happen at the beginning of the game and the start of the second half.**
- B. There is no icing, or offsides**
- C. Puck is ALWAYS in play:**
  - a. If a goal occurs,**
    - i.* Immediately after a goal the puck is live.
    - ii.* Scoring team must attempt to vacate the zone and cross the centerline.
    - iii. No pass is necessary after a goal.**
  - b. If the goalie freezes the puck:**
    - i.* opposing team must relinquish ten feet of room from the puck and goalie
    - ii.* first puck movement must be a pass:
      - 1. Goalie to player is considered a pass
        - a. Opposing team may come in to play
      - 2. Puck must be passed within a 3 second count
        - a. after 3 second opposing team may advance on the puck.
      - 3. **Goalie glove, stick, or blocker pass is acceptable**
    - iii.* Player/Goalie may NOT skate with the puck and then pass.
  - c. If the puck leaves the confines of the ice:**

- i. Referee will replace the puck to the closest location the puck went out. (usually done by throwing into the vicinity).
- ii. Referee will signal who gets possession of the puck. (the team that did NOT knock it out or was NOT last to touch the puck)
- iii. Team last touching the puck relinquishes ten feet from the puck area and player.
- iv. Team awarded possession **must first pass the puck.**
  - 1. Puck must be passed within a 3 second count
    - a. after 3 second opposing team may advance on the puck.
  - 2. Player may NOT skate with the puck and then pass

**d. If a penalty occurs:**

- i. Penalized player leaves immediately
- ii. Puck is awarded to the team who was offended.
- iii. Puck is in play immediately
  - 1. **Puck must be passed first**
  - 2. 10 feet relinquished by the penalized team.

## **Penalties**

**A. The tournament will follow USA hockey standards. In addition:**

- a. Player or Players instigating or participating in a fight will be removed from the remainder of the tournament and will be barred for an additional year of tournament play in any tournament sponsored by the SOAHA.
- b. Referees are encouraged to allow the game to flow and call penalties that give a team or player a distinct advantage.

**B. If a penalty occurs:**

- a. Player committing the infraction immediately stop their play and remove themselves from the ice.
  - i. If player continues play additional penalties can be called.
- b. Player does return to the ice until their turn in the team rotation from their point of leaving the ice.
- c. The offended team will be awarded a penalty shot to be taken at the end of the game.
  - i. Only if the penalty shots will tie or win the game.
- d. A player committing more than 4 penalties in a game will get a game misconduct for that game (on the 5th penalty player is removed).

## **Elimination Bracket seeding**

### **A. Seeding - Will be determined by the following order**

- a. Win/Loss- the better win/loss percentage
- b. Goals for minus Goals against. The higher positive difference the higher the seed.
- c. Crossover Play: Teams that won their crossover play get a higher seeding.
- d. Penalties: Teams with fewer penalties get a higher seeding.

## **Championship Series Bracket**

- A. Single elimination bracket - following regular game rules.
  - a. Team that wins all games is determined the Champion.