



Rules for Play

1. This is a fun league. No contact allowed, no rough-housing, intimidation, bullying or otherwise will be tolerated. No warnings will be issued. Any abuse of officials, teammates, players, parents or arena staff will result in ejection from the league without refund.
 2. All players must wear CSA approved helmets, neck and mouth guard and should wear the jersey provided. There must be at least one parent on the bench at all times.
 3. All games will start on time regardless if a team is ready to play.
 4. All games are 3 on 3 unless a team is ahead by 5 goals. In this case, the losing team may put a fourth player on the ice. If the deficit becomes less than 4 goals, the team must retract their fourth skater. In the event that a team is at a deficit of more than 7 goals, they may put 5 skaters on the ice. A team keeps 5 players on until there is a 5 goal differential. Then it becomes 4 on 3. Less than 4 goals becomes 3 on 3.
 5. When a goal is scored, all players on the attacking team must retreat to the closest blue line and wait for the puck to exit the zone. Failure to wait will result in a replay of puck possession to the team that had possession. The team has 10 seconds to exit their zone after being scored on.
 - 5b. When a goalie has possession of the puck, the attacking team must retreat to the closest blue line and may only attack again when EVERYONE has cleared the zone (similar to a delayed offside).
 6. In the event of a penalty, the referee will blow the whistle when the offending team gains possession of the puck. At that time the clock will stop. The offended player (and only the offender player unless injured) will take a penalty shot from the edge of the centre ice circle closest to the attacking net (note star on illustration). When the referee blows the whistle, the clock will begin and the play is live. The opposing team, starting from behind their own blue line, can attempt to stop the breakaway. If a penalty ensues on the breakaway, the penalty shot will be repeated unless a goal is scored. The game is live from then on (*see rule 5)
- A diagram of a hockey rink showing the layout of the ice. The rink is divided into three zones by two blue lines. The center ice circle is marked with a red star. A red circle with a yellow star inside is positioned at the edge of the center ice circle, closest to the attacking net (the net is at the top of the diagram). This indicates the location for a penalty shot.
7. In the event of an injury, one of two convenors will address the concern on ice and will expedite First Aid/CPR if necessary.
 - * 8. In the event that a team is without players, a substitute may be warranted but that incoming player must fill out a registration form and waiver prior to playing any game and they may only play a maximum of 3 games(not including playoffs). In the event that a team requires an AP for a tournament game, a team may pick up a player, but that player can only AP for one specific person for the entirety of the tournament. If the unavailable person returns, the AP is not eligible to play for another team or another player who is away. There is no cost for AP players during tournament play.
 - * 8b. For any playoff games, an AP player must have played a minimum of 2 games in the regular season to be eligible for the playoffs and the AP MUST be at the same level of play as the person being replaced (e.g., a player playing at "A" may only be AP'd by an "A" player or lower.) There is no cost for AP players during playoffs.
 9. The organizers of CW 3on3 make every attempt to organize games in a regular schedule but conflicts due occur. There is no guarantee games will take place on the same day or night each week.
 10. The decision of the on-ice referee is final. Remember, this is a fun league meant to give kids an opportunity to play later in the season. Please be respectful.
 11. Referees have the right to remove a player for unsafe behavior including, but not limited to: fighting, hitting from behind or any major infraction that would warrant ejection. **A player ejected twice will be removed from the league and forfeit registration fees.**
 12. Two points for a win, 1 point for a tie. No overtime unless it's a playoff or championship game where there is a winner or one team has to move on. Overtime is 5 minute sudden death then shootout if still tied. Best of 3 goals with no repeating until the entire team has shot. In the event of a tie after 3 shots, sudden death.
 13. We do our best to accommodate rescheduling due to weather but games may be cancelled if there is no available ice.

*signifies a rule amendment or change

