

STRATHMORE 3 ON 3 STREET HOCKEY RULES

1. HAVE FUN! Bring your friends and family for a great day to celebrate hockey and community spirit!
2. Teams:
 - Minimum of 4 players + 1 goalie, may be male, female, or mixed. Maximum of 7 team members.
 - 3 players out with 1 goalie. Unlimited player substitutions (player must come off before new player goes on; exit and enter play in the defensive zone). Goalie changes may be made at half or in case of injury (the injured goalie may not return to play in the half).
 - If participants are in different age groups and wanting to be on the same team, the team will play in the age level of the oldest participant.
3. Equipment:
 - All participants under 18 years of age MUST always wear a CSA approved helmet with full face protection and hockey gloves during play. Face protection not required for those 18 years of age.
 - Gloves, helmets, eye protection, jocks/jills, mouth guards and shin guards are **STRONGLY ENCOURAGED FOR ALL PARTICIPANTS**.
 - Goalies may wear normal (skater) hockey shin pads or street hockey pads.
 - Players are responsible for providing their own equipment.
4. Games:
 - 20 minutes long (straight time): three-minute warm-up, two 10-minute halves and a two-minute break between periods.
 - Teams that are more than 5 minutes late for a game may forfeit.
 - Starting at posted game time: 3 minutes warm up—10 minute half-2 minute half time-10 minute half
 - Tournament format is dependent on registration numbers. Each team will play a minimum of 3 games.
 - Ties will be decided by sudden death shoot out. 1 shooter per team until a winner is reached.
 - No shooter shall shoot twice until the entire the team has shot.
5. Rules:
 - Possession
 - A face-off at centre starts both halves. Teams switch ends at half-time.
 - Following goals, the team scored on gets possession of the ball in their end; the team that scored must go to centre until the ball is in play. Possession is given to the defending team after a penalty shot.
 - The last player to touch the ball before it goes out of bounds forfeits the ball to the opposing team at the point of exit; allow the opposing team 3 metres and 5 seconds to make a play.
 - If the goalie covers the ball anywhere in the defensive zone, the defending team gets possession of the ball behind their net while the other team must allow 3 metres and 5 seconds to make a play.
 - No off-side or “icing”; hand passes are permitted.

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Penalties

- A penalty shot will be awarded for any of the following infractions: too many players on the street*, slapshots*, slashing, hooking, tripping, crosschecking, high sticking, unsportsmanlike conduct. Any player may take the penalty shot; following the penalty shot, possession is given to the defensive team.
- Any player penalized more than once during one game for offences above (excluding *) will be disqualified from participating in the remainder of that game and his/her team will play the remainder of the game short-handed.
- More serious offenses such as spearing, butt-ending, fighting, abusive language, etc. will result in the player's immediate removal from the tournament.
- The referee's word is final! Tournament organizers reserve the right to eject anyone, player or spectator, for questionable conduct.

Determining a tie in pool payoffs- added

- Head to head. The team that wins a head to head contest with the other tied team shall be ranked higher.
 - Goals for/against differential (Goals scored minus goals allowed= Goal differential)
 - Example: **Team 1** Scores 21 TOTAL goals (tournament) and allows 24 goals against. Their goals against differential is **-3**. **Team 2** Scores 25 goals and allows 22 goals against their goals differential is **+ 3**
 - **In this case Team 2 would be ranked higher**
 - Team that allows the fewest TOTAL goals shall be ranked higher.
 - Team that scored the most TOTAL goals shall be ranked higher.
 - Coin flip
6. The Tournament will be played rain or shine. Depending on number of registrations received rules and guidelines subject to change.
7. Plan to hang out at the Arena between games in case of changes to game times. In the event of severe weather systems (such as lightning), play will be stopped immediately to allow players to seek shelter in the Arena.