



Township of King - 3on3 Rules

Section One: Governing Play

- (a) All OMHA rules are in effect unless otherwise stated.
- (b) Township of King's 3 on 3 Executive has final authority concerning all rules and regulations including, but not limited to, suspensions, expulsions and general discretion of conduct.

Section Two: Teams

- (a) Only registered players on team rosters or waiting list may play (see Section Three).
- (b) A team shall be composed of max fourteen (14) skaters and one (1) goalie; Major Rep players may be asked to play up a level.
- (c) Teams must start the game with a minimum of 5 players
- (d) Each team will play with three (3) players on the ice.

Section Three: Replacements & Reserves

- (a) Notification must be given to the Convenor and/or opponent prior to the use of Replacements. Failure to give proper notification may result in forfeiture and possible suspension.
- (b) Teams must use other registered players from existing teams or waiting list (if available) from your division or lower.
- (c) Teams can use up to three (3) reserve players in any game; ie. 2 skaters and a goalie.
- (d) Replacement players may only be used for emergencies or potential emergencies to meet the minimum, not to fill the benches unless approved by Convenor and/or opponent.
- (e) Unregistered players may NOT be used for any reason.

Section Four: Rules of Play

- (a) All games will be NON-BODYCHECKING.
- (b) All games will be 1 – 45 minute period for Tyke – Bantam and 1 – 40 min period for IP, followed by shoot-out if necessary.
- (c) Face-offs will occur only at the beginning of each period or in case of coincidental penalties (see Minor Penalties).
- (d) When play is stopped due to the goalie controlling the puck or a goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team.
- (e) There is no centre-ice (red) line, and therefore no icing calls or offside passes.
- (g) All offside plays at the blueline will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone.

Section Five: Shifts

- (a) Player shifts will be one (1:00) minute, 30 seconds in length. A buzzer will run to signal the end of each shift. For IP, the shift will be one (2:00) minute in length
- (b) Bench doors **MUST** remain closed until the sound of the buzzer.
- (c) Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface **once first player on ice has reached bench.**
- (d) In the case of a shortened bench due to injury or ejection(s), at the sound of the buzzer all players must make contact with the bench boards; the double-shifted player(s) may then rejoin the action after having touched the bench boards
- (e) Failure to immediately relinquish control of the puck at the sound of the buzzer or new players entering the ice surface prematurely may result in a penalty (see Minor Penalties) for the offending team.
- (f) In the absence of a goaltender, teams will play with four (4) skaters. The fourth skater may not exit their zone except to change or in the last shift of the game. Fourth skaters are not required to change on the buzzer and can change at any time.

Section Six: Rule of 5

- (a) If a team is down by (5) five goals, they are allowed to play with an extra player until the goal difference is less than or equal to (3) three

Minor Penalties

- (a) In the result of a penalty, the ref will whistle and the penalized team will lose control of the puck. The player who committed the penalty will miss their next shift.
- (b) If a penalty occurs while a player is on a breakaway, it will automatically result in a penalty shot with chasers. Players not taking the penalty shot will chase down the shooter. The shooter begins at centre ice and the chasers begin at the opposing blue line. When the whistle blows, the penalty shot commences.

Section Seven: Major Penalties

- (a) Major penalties will result in the immediate ejection of the offending player(s) and suspension pending further review by the Executive. Minimum 1 game suspension.
- (b) Fighting majors will result in the penalized players being expelled from the league indefinitely pending further review by the Executive. Minimum 3 game suspension.

Section Eight: Coaches, Managers

- (a) Up to (3) three coaches, assistants or trainers may be on the benches. All bench personnel must be a minimum 16 years of age and registered with the league. Anyone under the age of 16 must wear a helmet if helping on the bench. Coaches and volunteers must be wearing appropriate footwear.
- (b) Coaches are required to make every effort to ensure **EQUAL ICE TIME** for all 3 on 3 participants and there is to be no shortening of the bench.
- (c) Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum 1 game and subject to further review for possible expulsion from the league. **INAPPROPRIATE BEHAVIOUR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!**