

## **RCY3 SPRING/SUMMER YOUTH 3 ON 3 RULES**

### **1.1 FACILITY/ARENA PROPERTY**

Any damage to the Molson Canadian Twin Rinks property will be paid for by the individual(s) responsible, prior to participation in any further league games. Non-compliance constitutes automatic indefinite suspension from the League and possible legal action. If the individual(s) responsible cannot be identified, the Team will be removed from the League until damages are paid in full.

### **1.2 ALCOHOL, TOBACCO & CANNABIS PRODUCTS**

Zero tolerance policy on alcohol, tobacco and cannabis products in the Molson Canadian Twin Rinks. Facility rules will be followed if not complied.

### **1.3 PERSONAL PROPERTY**

RCY3 accepts no responsibility for lost or stolen property. We strongly suggest that no valuables be taken into the Molson Canadian Twin Rinks. Team staff must go to the office to sign out a proxy key- must leave vehicle key or \$20.00 in exchange.

### **1.4 COMMUNICATION/NOTICES**

All Team representatives/managers are responsible for checking their emails daily when contacted by the league with schedules, updates, newsletters, etc. All concerns are to be directed directly to the RCY3 league manager.

### **1.5 ACCIDENTS/INJURIES**

All accidents or injuries on or off the ice must be reported to the convenor immediately. An accident report is to be completed for all injuries.

### **1.6 TEAM JERSEYS**

Jerseys will be supplied by the RCY3 and must be worn throughout the league and season. Teams can supply their own jerseys but must be approved by the RCY3 management- must be a set. In the event of a conflict with jersey colours- the visiting team will wear "pennies" supplied by the RCY3.

### **2.0 MANAGEMENT RIGHTS**

RCY3 Management has the right to suspend or remove players or teams that are not displaying the appropriate behaviour and/or sportsmanship that reflects the image of the league.

### **2.1(A) ELIGIBLE PLAYERS**

Only players registered on a team within the RCY3 League may participate. All team players must be registered by their team's second game of their regular season (once your 2<sup>nd</sup> game has been played your roster is frozen). Registration documents will be supplied to team representatives to be completed and a helmet sticker will be given to players to wear on the back of their helmet/mask for each game. Management can make exceptions on extreme cases.

### **2.1(B) ELIGIBLE PLAYERS**

Players must play in four (4) regular season games to be eligible for playoffs for their team.

### **2.2 PLAY OFF ELIGIBILITY**

Player ID must be shown prior to play offs. Birth certificate, Alberta Health, passport & Treaty Card accepted only.

### **2.3 SUBSTITUTE GOALTENDERS**

During the regular season and playoffs teams may use their registered alternate goalie at any time and if needed a substitute goaltender can be added in emergency cases only and the RCY3 management must approve. RCY3 will aid to find a goalie if needed.

### **2.4 GOALTENDER INJURY**

If a goaltender goes to the player's bench due to an injury, he/she shall retire from the ice and his place shall be taken by an alternate goaltender and no warm-up will be permitted. This rule only applies when the alternate goaltender is dressed. When an alternate goaltender is not dressed, the injured goaltender will have up to five (5) minutes to recuperate (clock runs). If there is no replacement goaltender, then the game continues with that team playing with 4 skaters. During playoffs the RCY3 management has discretion.

### **2.5(A) TEAM ROSTER**

Teams must have a minimum of six (6) skaters plus one (1) goaltender registered as paid members on their team.

### **2.5(B) TEAM ROSTER**

Teams can carry a roster up to thirteen (13) players (12 skaters + 1 goalie or 11 skaters + 2 goalies).

### **2.6(A) GAME ROSTER**

If a team has less than five (5) skaters for a game, the game is forfeited. The game shall be completed, and ice time used with the referee(s). Teams can share players if willing to make use of the ice. Opposing team will be credited with a 1-0 win in the standings.

## **2.6(B) GAME ROSTER**

Teams may dress a maximum of twelve (12) skaters plus one goaltender for any game or eleven (11) skaters plus two (2) goaltenders for any game.

## **2.7 ABSENT/NO GOALTENDER**

If a team has no goaltender for a game, a skater must play net and cannot go above the defensive zone's dots in their zone.

## **2.8 BENCH STAFF**

Each team must always have a designated coach on the bench. Parents can assist on the bench with gates or to assist the coach- all staff must be 18+ years of age and sign a waiver form supplied by RCY3 in the office. If under 18 years of age= must wear a helmet.

## **3.0(A) LEAGUE STANDINGS**

League standings will be determined by winning percentage within the division games only.

## **3.0(B) TIES IN STANDINGS- 2 OR MORE TEAMS**

In the event a tie in the standings (winning %) the following steps (a-f) will be used to break the tie:

- (a)- Best record in head – head games amongst the tied teams
- (b)- Most wins overall within division games
- (c)- Largest goal differential all season (goals for minus goals against)
- (d)- Least goals against all season
- (e)- Least penalty minutes all season (average per game)
- (f)- Coin Toss

## **3.2 DEFAULTS/CANCELLATIONS**

If a team “no shows”, cancels their game, or cannot field a team as per the rules, will result in the offending team forfeiting the game and their opponent will be credited with a 1-0 win in the standings. Forfeited games will not be re-played.

## **3.3 RE-TIERING**

At the four-game mark re-tiering will occur for teams applicable. The RCY3 management will consult with teams prior to re-tiering for their input, but the RCY3 has full authority to move teams for the betterment of the league. Management may move teams sooner.

## **4.0 PROCEDURE FOR START OF GAMES**

Once the Zamboni door is closed the score clock will start running down three (3) minutes. Either the buzzer or official's whistle will sound with one (1) minute remaining to make PLAYERS aware that the warm-up is nearly complete and to pick up pucks and prepare to line-up for the start of the game. We recommend players stretch off-ice prior to going on the ice.

#### **4.1 GAME FORMAT**

Game slot must be completed within sixty-five (65) minutes.

Warm-up: 3 minutes

Periods: 17 minutes (straight time)

Intermissions (1<sup>st</sup> & 2<sup>nd</sup>): 30 seconds (each)

Over-Time Shootout (if necessary): 3 minutes

“Bardown” Shootout- 3 minutes

Handshake: 1 minute

#### **4.2(A) SCORING**

After any goal, the team which scored must retreat to the center red line (tag the red line with skate) before attacking/defending. Please note that all three players must cross the red line before they can attack/defend. The third player must hustle back! The team that has been scored on should regroup quickly and break out of their own zone before the opposing team sets up and defends against them.

#### **4.2(B) SCORING**

If the team that just scored does not have all skaters clear the red line a penalty shot will be awarded to the team who was just scored on.

#### **4.2(C) SCORING**

Once a goalie makes a save the referee will whistle the puck dead and the attacking team must clear the offensive blue line. A penalty shot may be awarded if this is not done.

#### **5.0(A) PENALTIES**

All infractions will result in a penalty shot and the RCY3 will follow the CHA Rule Book.

#### **5.0(B) PENALTIES**

On a delayed penalty the non-offending team can score, and the penalty shot is still to be awarded. This is intended to discourage teams from taking penalties and allows teams to safely pull their goaltenders.

#### **5.0(C) PENALTIES**

If coincidental penalties are assessed in the same stoppage, each team gets a penalty shot.

#### **5.1 PENALTY SHOT FORMAT**

No line changes during a penalty shot. - All players except the shooter on the ice will be asked to go to the far blue line and go down on one knee. The shooter will proceed from the center ice (red line) dot on the referee whistle. The shooting player must attack and take a shot on net. The defensive team can back-check once the shooter has crossed the offensive zone blue line. If a goal is scored, the shooter must clear the red line before his/her team can fore-check. - If no

goal is scored the puck is “live”. Rebounds are allowed but passing the puck off to a team prior to the initial shot on net will negate the penalty shot. In the case where multiple penalty shots are being taken due to multiple penalties then only the last shot that is being taken are there rebounds allowed.

#### **5.2(A) PLAYER GAME PENALTIES**

When a penalty is assessed the official assessing the penalty must report the penalty to the scorekeeper who will then mark it on the game sheet via League Stat. All stats will be available “Live” on League Stat.

#### **5.2(B) MAXIMUM PLAYER PENALTIES PER GAME**

Four (4) minor penalties per player is the maximum allowed. The player who receives a fourth (4th) minor penalty in a game will be ejected immediately.

#### **5.3 DOUBLE-MINOR PENALTIES**

In the Hockey Canada rule book, the following penalties result in double minors: Sparring; Butt-Ending; and Head-Butting. Double-minors will be recorded as two (2) minor penalties on the game sheet = 2 penalty shots.

#### **5.4(A) MAJOR/MATCH PENALTIES**

Referees will do incident reports on all major/match penalties on the game score sheet. A penalty which results in a Major Penalty or Match Penalty being assessed, shall have one penalty shot plus a goal awarded to the non-offending team.

#### **5.4(B) MAJOR/MATCH PENALTIES**

The player who committed the offense shall be ejected from the game. Further suspensions may be handed out at the discretion of the League Management.

#### **5.5(A) MISCONDUCTS**

Any player incurring a Misconduct shall be ejected from the game immediately.

#### **5.5(B) MISCONDUCTS**

Should a player receive a misconduct in the last ten (10) minutes of the game he/she will be suspended for the next scheduled game.

#### **5.6 MULTIPLE GAME EJECTIONS**

Players who receive multiple ejections will be subject to suspension at the discretion of the League Management.

## **5.7 SUSPENSIONS**

Coach/Manager are responsible for confirming suspensions with the League Manager via email. No player can play while suspended. Should a team play with a suspended player they will forfeit that game. NOTE: There are no appeals for suspensions, they are final.

## **5.8 ABUSE OF OFFICIALS**

Will not be tolerated and can result in the offending team forfeiting the game (1-0) in addition to being assessed maximum suspensions. Zero tolerance specific to all players, coaches, bench helpers and fans!!

### **5.9(A) BODY-CHECKING**

There is no body checking in any division allowed, but there may be "body-contact" such as pinning, rub-outs, steering, battle for position and 1 on 1s which are permitted. A player who is guilty of body checking and becomes a repeat offender during the game will be assessed a Game Ejection penalty, which will be recorded on the game sheet but will not receive a suspension. However, should a player become a repeat offender in receiving ejections he/she will be subject to warnings and a suspension assessed.

### **5.9(B) ROUGHING/PUNCHING**

If a player becomes a repeat offender or, if in the official's opinion, could pose a danger to other players on the ice then that player will be asked to leave and assessed a Game Ejection penalty. This would override the four (4) penalties rule.

## **6.0 OFFSIDES**

If a team goes offside, on the whistle, the team that went offside must leave the puck where it is and then clear that blue line. All three players must clear the blue line before they can attack the puck.

## **6.1 ICING**

There is no icing.

## **6.2 CENTER RED LINE**

There will be no red line in play at any time. (Two-line pass is allowed).

## **6.3 HAND PASSES**

Hand passes are allowed, please note the difference between a hand pass and handling the puck as laid out under rule 9.1 (a) (C) in the Hockey Canada rule book. Note that a goal cannot be scored as a result of a Hand Pass

#### **6.4 HIGH STICK- PUCK**

Contacting the puck with a high stick will result in a faceoff at the appropriate spot. These face offs will be quick; no line changes will be allowed on these whistles.

#### **6.5 PUCK- OUT OF PLAY**

If a puck is deflected out of the rink there will be a normal faceoff in the proper place. If the puck was INTENTIONALLY shot out, a DELAY OF GAME penalty will be called. These face offs will be quick, and no changes will be allowed on the play.

#### **6.6 TIED-GAME PROCEDURE**

Tied games shall have a sudden death shoot-out; one (1) shooter per side. No player can shoot more than once until the entire team has shot. This shall continue until a winner is determined OR until the ice time expires. NOTE: This shootout will be dependent on time permitting. Please follow the warmup / intermission guidelines to ensure time at the end for this. If a shootout cannot be done due to ice time = tie game.

#### **6.7 PLAYOFFS**

Playoff structure will be in tournament-format. Modified Double Knockout format will be used for playoffs.

#### **6.8 PLAYOFFS TIED-GAME PROCEDURE**

When overtime comes into effect on all playoff games. Overtime shall be three (3) minutes 3 on 3. Should the score remain tied after three (3) minutes, then a 3 on 3 shoot-out will commence with the home team deciding which team shoots first. If the score is still tied after the three (3) shooters, a sudden death shoot-out occurs. No player can shoot more than once until the entire team has shot.

#### **6.9 PLAYOFF ROSTERS**

Playoff rosters must be confirmed prior to the playoffs.

#### **7.0 MERCY RULE**

Should the score reach a differential of six (6), (on the goal that makes it a spread of six (6)) the losing team can put an extra player on the ice and play with up until the game is tied. On the game tying goal, the team which had been skating with 4 skaters must remove the extra skater and the game is to be played at 3 on 3 again.