

# BREAK-AWA

## 3 on 3 Street Hockey Tournament

### 2019 Tournament Rules

- Games will consist of 3 on 3 play plus goalie; each team will have a minimum of 4 attacking players and a goalie & maximum of six attacking players and a goalie (7 players total) on their official roster. For Example: 3 players on playing surface and a goalie, and 3 substitute players.
- Games are played with The Mylec G-Force liquid filled center hockey ball.
- If a team has no goalie, they may play with an extra attacker. Teams must have a minimum of 3 players during game play. (2 attackers and goalie or 3 attackers and no goalie).
- All teams will qualify for the playoffs.
- All participants will be required to fill out our "Waiver and Release of Liability" form before the tournament. All participants 18 years and younger will require a parent or guardian's signature to be eligible to play. Any participant without a signed waiver will not be allowed to play and deemed ineligible.
- Teams will be given a 3 minute warm up before each game. A 10-minute forfeit allowance will be strictly enforced.  
  
Coed is normally played with 1 female attacker, 2 male attackers and a goalie (either male or female) on the playing surface. Teams may play with up to 3 attacking females but can have no more than two male players on the playing surface.
- Slap shots are only allowed in the Elite Men's division's. Slap shots are defined as any shot that involves a wind up that begins above the shooter's waist.

#### GENERAL PLAYING RULES

- Games will be 30 minutes in length (Two - 15 minute halves, running time, separated by a one-minute half-time break). The last minute of the game will be stop time.
- Games and halves will begin with a faceoff.
- When the ball is covered by the goaltender, the defending team gets possession of the ball behind their net. The other team must give the team with the ball 5 feet of space to make a play. The team with possession is allowed 5 seconds to put the ball in play.
- If the ball leaves play at either side of the rink, the team that the ball did not go off of receives possession at the spot where the ball left play. The referee will determine which team should have possession. Again that team is given 5 feet of space and 5 seconds of time to make a play. Goals may be scored directly upon play resuming (i.e. no need to start play again with a pass. Shots are live!)
- After a team scores, the ball will be removed from the net to begin play again (no face-off).
- The team that just scored must always clear and cannot cross the centerline until the ball, or an offensive player, crosses that line. (The team scored on has 10 seconds or the opposing team may attack)
- Each team is allowed one 30 second time out per game.

- If a participant intentionally and knowingly takes a slap shot in any division besides the Elite Men's division, the opposing team will get possession in proximity of where it occurred. There will be no penalty.
- Any contact made with the ball when the stick is above the shoulder will be a change of possession to the opposing team to the side of the rink where it occurred.
- Players will change on the fly. No more than three players and a goalie are allowed on the surface at a time unless goalie is pulled. Changes must always be made from the team's defensive end of the rink. Trying to change in the offensive end may result in a penalty shot (if an advantage is created at the referee's discretion).
- All penalties will be granted a penalty shot. The ball is "live" if a goal is not scored.
- Any player that receives 3 penalties in 1 game will be ejected from the game.
- A mercy rule will be in effect if one team leads the other by a 10 goal margin at any point during the second half of the game.
- Fighting and any inappropriate behavior will not be tolerated. and will result in an automatic tournament ejection by the tournament supervisor or on sight official.
- There will be no icing or off-sides during this tournament.
- A team may play without a goaltender if it chooses to do so, at any time during the match. An extra attacker may be used.

#### EQUIPMENT

- Goaltenders are required to bring their own goaltender equipment and are required to wear a full face mask, goalie pads, a chest protector and a blocker/catcher. All forms of goalie equipment are permitted.
- The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team.
- Players can use any type of stick (wood, graphite, plastic blade, etc.) can be used for play. Goaltenders dressed in gear must use goalie sticks.
- All participants under 18 require Ball/Ice Hockey or Lacrosse protective gloves, shin guards and full facial protection.

#### OTHER RULES

*If a game is tied after regulation in the round robin, the game will be decided by a 3 player shootout. If still tied, it will go to a sudden death shootout round. Players must go through their entire line-up before shooting again. Coed shootouts will be male, female, male & Male, female in sudden death.*

*If a game is tied after regulation in the playoffs, there will be a 5-minute overtime period. If still tied, the game will be decided by a 3 player shootout. If still tied, it will go to a sudden death shootout round. Players must go through their entire line-up before shooting again.*

- All Playoff matches will be played on Sunday and will be posted online at our website by 8PM the night before.
- The street hockey tournament will proceed rain or shine except under conditions of severe weather systems.
- We reserve the right to reduce the number of games or shorten games in the case of inclement weather or any other unforeseen circumstances.
- There can be no goalie changes made during games, except in the case of injury. One of the rostered players must play in the goalie position or play the remainder game with no goalie. If a goalie leaves a game due to injury, he/she cannot return to the game in an "out" position.
- If a team does not have the required amount of players to start a game (3 players with or without goalie), it will result in a 3-0 loss.

## ROSTERS & SPORTSMANSHIP

- All teams may submit a maximum roster/waiver of 6 players and a goalie per team and are considered the only eligible players to play during tournament.
- Rosters may be expanded prior to the close of the registration deadline or first game, but not thereafter. No roster substitutions are allowed after the first scheduled game.
- All players must carry ID throughout the tournament, Birth Certificates for players 15 and under Driver's License for players 16+. All players must sign the back of the game card prior to each game.
- If an attacking player gets injured during the tournament, they cannot be replaced. The only players listed on the official Waiver form/roster **prior to your first game** will be eligible to participate in the tournament regardless of how many are registrants are listed the roster. The only exception is goalie injuries. We suggest all teams have 6 players and a goalie listed on the roster prior to the first game regardless if going with less in the case of an injury.
- If a goalie gets injured and cannot compete for the remainder of the tournament, they can be replaced with an alternate provided they do not play on a team in the same division. This must be approved by the head table staff. Any rostered player can play in the goalie position.
- All youth teams are permitted players one year younger for roster specifications.
- Youth team rosters can have an unlimited amount of players one year prior to specified roster year provided their date of birth is after the tournament date.
- U7 Division may have a max of two 2011 players on their roster. All other youth divisions are permitted one above age player if within 6 months. All female teams may play in lower age divisions at the discretion of the tournament director.
- Youth divisions may be split into two divisions if there is a qualified amount of teams & the Birth date falls within the age specifications. For Example: U11/U10, U13/12 Etc.
- The Tournament is run by the Winnipeg Ball Hockey League and sanctioned by the Manitoba Ball Hockey Association. Any active suspended player within those organizations will not be permitted to participate in the event.
- Tournament Officials reserve the right to disqualify players and of false information, use of non-roster players, unauthorized substitutions, and/or bad sportsmanship of any kind. The use of illegal players will result in a 3-0 default loss.
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- The Tournament organizers & directors reserve the right to make all final decision on all conflicts or any unique situations not defined in this module.
- The tournament director or game official reserves the right to enforce suspensions to any player for any reason they see fit. Abuse of any official or volunteer will absolutely not be tolerated, and teams will be ejected from tournament and asked to leave the premises.

## 2019 FINAL STANDINGS & TIE BREAKERS

A tie in standings between TWO TEAMS in a Pool or Division will be decided by the following:

1. Head to head series
2. Overall +/- goals for minus goals against from preliminary division standings
3. Overall least goals against from preliminary division standings
4. Overall most goals for from preliminary division standings

If THREE OR MORE TEAMS have identical records, then their ranking is determined by the higher number of points in a special standing composed just from the results of their head-to-head (mutual) games if equal games played apply to all teams involved. If the number of points is equal between any of the teams in this special standing just from the results of their head-to-head (mutual) games or teams do not have equal games played between them, then the following tie breaking criteria applies (with no secondary return to the head-to-head results):

1. Overall +/- goals for minus goals against from original standings
2. Overall least goals against from original standings
3. Overall most goals for from original standings
4. Flip of a coin.