



MARCH BREAK 3 ON 3 GAME RULES :

- 1) All teams must be ready to play and start on time if their game is the next one on deck. Games need to start and finish on time.
- 2) Games are 22 minute running time with a 2 minute warm up – 120s Auto-Horn
- 3) Penalties are penalty shots. A penalty in the last minute of play will result in stop time.
- 4) A penalty once a goalie is pulled is an automatic goal.
- 5) Any major penalty will result in being removed from the tournament.
- 6) Once a goal is scored the other team will be given half the ice to bring the puck up before the other team can touch the puck or the player. Any attempt to delay the game will result in a penalty shot for the other team.
- 7) Refs will call delayed offside giving time to clear the zone without stopping play. Immediate offside - puck goes to other team and offending team gives the blue line – no face off. No icing will be called.
- 8) No body checking
- 9) **No slapshots** (warning for 1st offence). Call will be made at the discretion of the referees and a goal may be dis-allowed if scored by slapshot.
- 10) Scoring** – A 3 goal rule is in effect. No individual player can score more than 3 goals in each game. Time keepers will track all scorers and post player numbers in the timekeeper's box. If a player scores a 3rd goal in any period, the goal will not count.
 1. When a player has three goals in a period, and is awarded a penalty shot – if this player scores on the penalty shot the goal will count. Timekeepers will keep track of all goals scored on penalty shots.
 2. If a team is behind by **3 OR MORE GOALS**, then all players are allowed to score – no limitations on goals until the gap is closed to less than a 3 goal differential.
- 11) Please encourage lot's of passing of the puck, especially if you are up by more than 5 goals. Coaches, use discretion to keep tournament FUN and not run up the scores. Maximum goal spread is (5) goals for tie-breakers in standings.

Standings and Tie Breakers

- Points – 2 points for a win, 1 point for a tie, 0 points for a loss

Tie Breaker Rules:

- Head-to-head results. Advantage will go to the team that won in their head-to-head matchup.
- Total goals against (maximum 5 goal differential)
- Total goals for (maximum 5 goal differential)
- Lowest total penalties during round-robin play
- Coin toss