

**SouthWest Inner Circle Presents**

**The Spirit Cup**

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3on3 Hockey Tournament

Feb. 18 – 19

Clearwater Arena, Sarnia Ontario Canada

**Section One: Governing Play**

- (a) All CHA rules are in effect unless otherwise stated.
- (b) The SouthWest Inner Circle (SWIC) Tournament Board has final authority concerning all rules and regulations including, but not limited to, suspensions, expulsions and general discretion of conduct.

INAPPROPRIATE BEHAVIOUR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!

**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 nine to eleven (9-11) skaters and one (1) goalie; no Rep players are permitted to play in the House League division, unless SWIC does not offer specific Rep or House League divisions.
- (c) Teams must start the game with a minimum six (6) players ie. 5 skaters and a goalie; or they forfeit the game and points.
- (d) Each team will play with four (4) players on the ice.
- (e) Entering the third period, a team trailing by five (5) or more goals will be allowed to ice one (1) additional skater for the remainder of the game or until the goal differential is less than 5. Shifts of 3 or 4 skaters remain intact for the duration of the shift regardless of the goal differentials during the shift; meaning players do not change during the shift if goals are scored.

### **Section Three: Replacements & Reserves**

- (a) Notification must be given to SWIC and/or opponent prior to the use of Replacements. Failure to give proper notification may result in forfeiture and possible suspension.
- (b) Teams may use other registered players from existing teams or waiting list. A team borrowing from their opponent is deemed to have forfeited.
- (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 SWIC 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) Game Clock starts at 30 Minutes. The first 3 minutes are to be used as warm up. The game starts immediately at the 27 minute mark. The game is run time.
- (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 two line offside passes.
- (f) 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.
- (g) Teams do not switch ends.

### **Section Five: Tyke Division Shifts (5 on 5)**

- (a) Player shifts will be one (1) minute and fifteen (15) seconds in length. A buzzer will run to signal the end of each shift.
- (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 immediately.
- (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: Minor Penalties**

- (a) All tallied penalties will result in penalty shots (shoot out) at the end of regulation time. For both teams.
- (b) Coincidental penalties shall result in a faceoff at centre ice.
- (c) Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.
  - i. Players ejected with five (5) minutes left to play in the game shall be assessed a further game misconduct.
  - ii. If a player is ejected during a second game under the same circumstances as (c) that player will be served a further one (1) game suspension.
  - iii. A third ejection will result in a disciplinary hearing with the SWIC for further suspension or possible expulsion from the league.
- (d) Body checking penalties will be deemed as two (2) offences on the scoresheet only. Two (2) body checking penalties in the same game will result in the immediate ejection from that game plus a further game misconduct.
- (e) If there is a delayed penalty and the offended team scores, the penalty is still recorded to the timekeeper.

### **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 SWIC. Minimum 1 game suspension.
- (b) Fighting majors will result in the penalized players being expelled from the tournament.

### **Section Eight: Coaches, Managers**

- (a) Up to (3) three coaches, assistants or trainers may be on the benches.
- (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 Tournament.

### **Section Nine: Rules**

Rules are subject to revision: