BREAK-AWAY

3 on 3 Street Hockey Tournament

Rule Book

A comprehensive Tournament guide

I. Tournament Format

1.1 Standard Game Setup: Games will consist of 3 on 3 play, plus Goaltender on an outdoor asphalt surface.

1.2 Roster Composition: Each team will have a maximum of six attacking players and a Goaltender (7 players total) on their official roster. 3 attacking players & Goaltender on playing surface, and 3 attacking substitute players on the corner bench.

1.3 Playoff Qualification: Players are eligible for playoff participation regardless of the number of games played in the preliminary round, provided they are listed on the final master roster. They may compete at any point during the tournament.

1.4 Tournament Schedule Structure: Given the size of this event, game schedules will be spread out, occurring at various times throughout the day and into the early evening.

1.5 Playoff Structure: All teams will qualify for the playoffs in a single elimination format.

1.6 Game Ball: Games are played with a semi pro liquid filled center hockey ball.

1.7 Waiver: Prior to the tournament, all participants must complete our "Waiver and Release of Liability" form online. Participants under 18 years of age will require a parent or guardian to fill out the waiver form. Additionally, players must sign using the name on their Picture ID.

1.8 Player Identification: Picture IDs are required if the tournament staff cannot identify a participant and may be randomly checked throughout the event or to assess illegal player protests.

1.9 Minimum Players & Goaltender Rule: In the absence of a Goaltender, teams are allowed to utilize an additional attacker. However, teams are required to have a minimum of 3 players on the surface during gameplay: either 2 attackers and Goaltender, or 3 attackers with no Goaltender.

1.10 Co-ed: Teams must have at least one female attacker on the surface. A maximum of two male attackers may play at once, except when the goaltender is pulled.

1.11 Slap Shots: Slap shots are restricted to the Elite Men’s division. A slap shot is defined as any shot that entails winding up above the shooter's waist before striking the ball.

1.12 Defaults: Any team that does not have the required number of players to start a game (3 players with or without Goaltender), will result in a 3-0 loss.

1.13 Warm Up: Prior to each game, teams will have a 3-minute warm-up period. It is important to note that a strict 10-minute window for forfeitures will be maintained. Games will start on time, unless there is a delay due to rink maintenance or something weather related.

1.14 In Game Goaltender Injury: If a Goaltender is injured or unable to finish the game, the team must resume the match without a Goaltender. Once a Goaltender leaves due to injury, they cannot return in an "out" position. Note: An attacking player may serve as Goaltender, but they must change into proper gear off the playing surface—no time will be granted by the referee for this change.

II. General Playing Rules

2.1 Game Length: Games consist of two 15-minute halves with running time (13 Minute halves for Break-Away Extra). In the final minute, if the goal differential is 3 or fewer, the clock will stop for: ball out of play, penalty shots, and timeouts.

2.2 Face-offs: Games and halves will begin with a faceoff.

2.3 Goaltender Possession Rule: 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 execute a play.

2.4 Out-of-Bounds Possession: If the ball exits the playing area, possession is granted to the team in which the ball did not go off. The referee will establish the team entitled to possession. This team is afforded a 5-foot area and a 5-second duration to execute a play. Goals can be directly scored as play resumes; there's no requirement to recommence with a pass – shots are live!

2.5 Clearing Zone After Goal: When a team scores a goal, the ball will be removed from the net to begin play again (no face-off). The scoring team must consistently clear the zone and refrain from crossing the centerline until either the ball or an offensive player has passed that line. The team that was scored upon has a 10-second window to execute this, otherwise, the opposing team gains the opportunity to attack.

2.6 Timeouts: Each team is allowed one 30-second timeout per game. Time outs can be called at any time when a team has possession or after a goal or penalty shot. The team that called the timeout will receive possession at approximately where the timeout was called.

2.7 Slap Shot Restriction: If a player intentionally and knowingly takes a slap shot in any division other than the Elite Men's division, possession will be awarded to the opposing team near the location of the incident. No penalty will be assessed.

2.8 High Sticking: Any contact made with the ball when the stick is above the shoulder will be whistled down immediately, and possession will be awarded to the opposing team on the side of the rink where the infraction occurred. No Penalty will result for high sticking the ball. If a player's stick contacts an

opponent's head, a penalty shot will be awarded. If blood is drawn, the offending player will be ejected from the game.

2.9 In-Game Player Changes: Attacking players are allowed to change on the fly during the game.

2.10 On-Surface Player Limit: At any given time, no more than three attacking players and a Goaltender are permitted on the playing surface, unless the Goaltender is temporarily pulled for an extra attacker

2.11 Penalty Shot Procedure: All penalties will be granted a penalty shot. All players must stand on the opposite side of center except the player shooting. Once the penalty shot is complete regardless of a goal, the defending team will have possession and the 5 foot 5 second rule will take effect.

2.12 Three-Penalty Ejection: Any player that receives 3 penalties in 1 game will be ejected for the remainder of the match.

2.13 Mercy Rule: The mercy rule will take effect if a team leads by 10 goals during the second half.

2.14 Major Penalty: Infractions identified as attempts to injure will result in a major penalty and a game misconduct, and ejection from the tournament. The opposing team will receive two penalty shots.

Any act of retaliation, regardless of the severity or nature of the original infraction, will be subject to the same disciplinary standards as the initial offense. Retaliatory behavior will not be tolerated and may result in penalties, game ejection, or tournament suspension at the discretion of the officials and tournament director.

2.15 Zero Tolerance for Fighting: Any behavior interpreted by the referee or video review as fighting will cause the involved player(s) to be ejected from the current game and suspended for the remainder of the tournament.

2.16 Optional Goaltender Rule: 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.

2.17 Delay of Game Penalty: Officials may call a delay of game penalty at their **discretion** if they feel a team is holding up the game. This also includes intentionally shooting the ball intentionally out of play in the last two minutes of the game.

III. Equipment

3.1 Goaltender Equipment: Goaltenders are required to bring their own goaltender equipment. Mandatory equipment includes full-face mask, Goaltender pads, hockey pants & chest protectOr. All forms of Goaltender equipment are permitted. Goaltenders dressed in gear must use Goaltender sticks.

3.2 Player Sticks: Any type of stick (wood, graphite, plastic blade, etc.) can be used for play.

3.3 Player Safety: All participants under 16 years of age require ball/ice Hockey or Lacrosse protective gloves, **and full facial protection**. We strongly recommend that all players wear a properly fitted mouthguard for their safety, although it is not mandatory.

3.4: Safety: The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team.

IV. Overtime/Shootout

4.1 Preliminary Round Tiebreaker: If a game is tied after regulation in the preliminary round, 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 shootout order: Male, Female, Male in initial round; Male, Female in sudden death.

4.2 Playoff Tiebreaker Format 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.

V. Roster & Sportsmanship

5.1 Player Roster Guidelines: All teams may submit a maximum roster/waiver of 6 attacking players and a Goaltender per team and are considered the only eligible players to play during the tournament. Any player that participates and is not listed on the master roster is considered illegal. See below for complete roster guidelines and check main website page for any additional regulations.

5.2 Playoff Eligibility: There is no minimum number of games required to be eligible for the playoffs. All players listed on the final roster form can participate at any point in the tournament.

5.3 Roster Check-In & Finalization: Team Representatives must arrive early to check in at the head table before their first game to sign and confirm their final roster and make any necessary changes if required. For a player to be considered eligible for the tournament, they must be listed on this form; otherwise, they are deemed ineligible. If the team rep does not sign off on their roster prior to their first game, the original roster submitted will be final. All rosters are final prior to the first game with no changes permitted unless situations arise as outlined in 5.3A & 5.3B.

5.3A- First Game Adjustment Rule: If a player is unable to attend the first game due to unforeseen circumstances, the team representative may replace them. To do so, they must inform the head table, remove the absent player from the roster, and add the replacement before the second game begins. Only players who miss the first game are eligible for replacement at the team representative's discretion. Once a player has participated in a game, they cannot be replaced under any circumstances. If an attacking player gets injured during the tournament, they cannot be replaced.

CASE EXAMPLE: If a team shows up with only 4 attacking players and a Goaltender for their first match (missing 2 attackers), the players who participate in Game 1 are automatically locked into the roster.

If the 2 missing players are uncertain to show up, the team rep has the option to replace them with 2 new players. However, once those replacements are added, they are permanently locked in with the original

players from Game 1 & the original players are no longer eligible. There will be absolutely no player changes once the second game begins.

5.3B- Goaltender Injuries: If the Goaltender, as officially listed on the waiver/roster form, gets injured or becomes unable to compete for the rest of the tournament, they may be substituted with an alternate Goaltender. The alternate Goaltender must not be a player on any team in the same division. This substitution can only take place after approval from the head table staff and director, and the alternate Goaltender's name must be added to the roster before any further matches. Once a Goaltender has been replaced, no further substitutions for the Goaltender position will be allowed. The original Goaltender will not be eligible to return for the remainder of the tournament. It's worth noting that any player listed on the roster is eligible to play in the Goaltender position and vice versa.

NEW: NEW: If a team's goalie is unable to start a game during prelim, they may share a goalie from another team, if approved by opposition team.

CASE EXAMPLE: If a Goaltender plays the first game but is unable to play the second match, we suggest a regular player plays as the goaltender for that game if you intend on using the original Goaltender for the remainder of the event. If the Goaltender is replaced for that second game, the original Goaltender is now considered ineligible.

5.4 Multi-Team Participation Limit: In the Adult divisions, players can join multiple teams, provided these teams belong to different divisions. Note that pools within the same division are treated as a single division. However, playing for multiple teams increases the risk of scheduling conflicts. To maintain fair play and competitive balance, **teams may not include more than three attacking players** from a higher divisions on their roster. Goaltenders are excluded from this count. This guideline supports the core principle of fair competition across all levels of play.

5.5 Code of Conduct & Disciplinary Action: The tournament organizers or game officials reserve the right to suspend any player for any reason they deem appropriate to preserve the integrity and safety of the event. Physical abuse of any official or volunteer will not be tolerated and will result in immediate ejection from the tournament. Offending individuals may also be asked to leave the premises.

Extreme verbal abuse directed at an official will result in a game ejection and may also lead to tournament ejection. Game officials have full authority to call a game if they determine that the environment has become unmanageable due to extreme verbal abuse, inappropriate comments, team misconduct, or any other disruptive behavior.

Any coach or other individual occupying the team bench who persistently argues, uses abusive language, or otherwise harasses game officials may be assessed a Bench Minor penalty. Continued abuse shall result in an immediate Game Ejection.

VI. Championships

6.1 Co-ed: In the Coed division, the round robin consists of one division of two separate pools and will be split into A and B for the playoffs.

6.2 Youth Divisions: Youth divisions with 8 or more teams will be split into A and B Championships. This is because youth divisions are organized by age rather than skill level.

VII. Protests

7.1 Protest Policy: Protests are limited to issues involving ineligible players and must be raised **during** the game in question.. Protests regarding a referee's judgement will not be considered. If a team believes the opposing team has an ineligible player participating, they should inform the referee while the game is ongoing.

7:2 Player Eligibility Challenge Process: If there's a concern about a player's eligibility during a match, it should be voiced by the team's acting captain at that time. The referee will then consult the opposing team. Should the opposition acknowledge the player as unlisted on their roster, that player will be disqualified, and the opposing team will be awarded a penalty shot. Conversely, if affirmed as a rostered player, play continues. Should doubts persist, a formal protest can be lodged with a $10.00 fee for roster verification. The questioned player must present a photo ID at the main table for identification, in which staff will verify against the official team roster. If the player in question is not on the master roster, the contest defaults to a 3-0 loss in favor of the protesting team, and the protest fee is returned.

7:3 Protest Timing: If no protest is raised by any acting captain during the game, no further challenges will be entertained post-game.

VIII. Miscellaneous

8.1 Sunday Playoff Matches: All Playoff matches will be played on Sunday and will be posted on our website by 10:00PM the night before.

8.2 Weather Policy: The tournament will proceed rain or shine except under conditions of severe weather systems.

8.3 Game Adjustment Policy: Organizers may reduce the number or duration of games due to inclement weather or any other unforeseen circumstances.

8.4 Tournament Integrity: Tournament Officials reserve the right to disqualify players for providing false information, using non-roster players, unauthorized substitutions, or displaying unsportsmanlike behavior. All winners in the loweset men’s division must move to

8.5 Youth Age Eligibility: The youth age restriction is based on participants' actual age on & before May 24, 2025, with some exceptions as listed on our website. Younger players are permitted, even if below the specified age limits listed for the division's.

8.6 Conflict Resolution Policy: The Tournament organizers & directors reserve the right to make all final decisions on all conflicts or any unique situations not defined in this module.

8.7 No Refund Policy: There will be absolutely no refunds of any kind unless the tournament does not at all occur.

8.8 Bonus Game Standings Exception: In any division where there is an odd number of teams & a 4th game is required; the match result & GF/GA will only count in the standings for the team playing their 3rd preliminary game. **Head-to-head results will not** be a determining factor if the same two teams are tied in the preliminary pool or division standings.

8.9 Liability & Insurance: All players participate at their own risk; the tournament carries liability coverage only, and does not provide individual accident or health insurance.

9.0 Discipline & External Actions : This tournament is sanctioned by the Manitoba Ball Hockey Association (MBHA). Disciplinary decisions issued by other MBHA-sanctioned leagues are not automatically binding; however, the Tournament reserves the right to review and consider such rulings when determining player eligibility.

Each situation will be assessed on a case-by-case basis. In matters involving serious or extreme misconduct — conduct resulting in injury, abuse of an official, or related actions that threaten the safety or integrity of the event — the Tournament may, at their discretion, honor all or part of an external suspension, impose additional restrictions, require conditions such as a bond, or deny participation. All decisions are final.

IX. Tie In Pool & Division Standings

Two Way ties:
1.Head-to-Head
2.Overall, +/- differential
3.Overall, least goals against
4.Overall, most goals for
5.Coin Flip

If three or more teams have identical records in Final Standings:
A:The Point record established in the games among the tied teams. (Only if all tied teams involved have played each other equal number of times. The criteria below is used if this does not apply)

B:1.Overall +/- from original overall pool or division standings
2.Overall, least goals against from original pool or division standings
3.Overall, most goals for from original pool or division standings
4.Coin Flip

If a team achieves a clear higher point total using the A: format, they will be declared the highest seed. Similarly, the team with the lowest point total in this format will be declared the lowest seed. If there is still a tie between the remaining teams, the tie-breaking process will revert back to the B: format criteria to determine their rankings.

Summary of Procedure for Resolving Three-Team (or More) Ties

When breaking a tie among three or more teams, we first create a mini-standings using head-to-head matchups—only if all tied teams played each other equally. If they didn't, we immediately use overall goal differential first (then least goals, most goals) for the overall division or pool. Once one team is clearly separated, we do not return to head-to-head for the remaining two teams. At that point, we rely on overall criteria—such as goal differential—because the head-to-head step has served its role. This ensures a fair and consistent process.

X. Guiding Principle of Fair Play and Rule Adherence

Strict adherence to these rules preserves the tournament's integrity. Exceptions undermine fairness and consistency. All participants are expected to respect and uphold these standards without exception.