

BREAK-AWAY

3 on 3 Street Hockey Tournament

2022 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 online 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. Players must sign rosters with same name that matches their Picture ID.
- Picture IDs may be required at check-in and will be checked throughout the event. Players unable to produce a photo ID, at any point, cannot participate until the ID is provided to a tournament staff member.
- 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. Slap shots are defined as any shot that involves a wind up that begins above the shooter's waist.
- High sticking the ball above shoulder length will be blown down immediately & the opposing team will get possession in proximity of where it occurred. There will be no penalty.

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 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!)
- When a team scores a goal, 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. 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.
- 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 blown down immediately and will result in 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).
- **NEW for 2022.** 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 feet 5 second rule will take effect.
- 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, punching, gross misconduct and any inappropriate behavior will not be tolerated. and will result in an automatic tournament ejection by tournament security, 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.
- Officials may call a delay of game penalty at their **discretion** if they feel a team is intentionally holding up the game. This also includes intentionally shooting the ball intentionally out of play in the last two minutes of the game.

EQUIPMENT

- Goaltenders are required to bring their own goaltender equipment. Mandatory equipment includes full-face mask & goalie pads. All forms of goalie equipment are permitted. Goaltenders dressed in gear must use goalie sticks.
- The Referee reserves the right to reject the use of this equipment if it is deemed unsafe or unfair to the opposing team.
- Any type of stick (wood, graphite, plastic blade, etc.) can be used for play.
- 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 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 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 10PM 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.
- Any team that does not have the required number of players to start a game (3 players with or without goalie), it will result in a 3-0 loss.

STANDINGS & DIVISIONS

- In any division where there is an odd amount 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 result **will not** be a determining factor if the same two teams are tied in the preliminary pool or division standings.

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.
- 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.
- Adult division players can play on multiple teams only if they are in different divisions. Pools within in a specific division are considered the same division.
- If the Coed division does not have a minimum of 4 teams in the Competitive division, round robin consists of one division of two pools and will be split into A and B for the playoffs.
- Rosters may be expanded prior to the close of the registration deadline or prior to your first game, but not thereafter. **No roster substitutions are allowed once your first game has commenced. (Unless goalie for injuries or replacement: See below)**
- 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. ID check will not be made during a game but only before or after the match is complete.

PROTESTS: Protests can only be made regarding the use of illegal players and must be presented **during the game in question**. No protests will be heard regarding a referee's decision. If a team feels that an opposing team is using an illegal player, they must inform the ref **during** the game. At the conclusion of the game, the player in question will be required to show picture ID to tournament staff. The staff will then compare identification with the official Team roster form at the head table. If the player refuses to produce ID or the name is not consistent with the roster form, it will result in a 3-0 default loss for the team in question. Protests will not be permitted after games are completed and must be made by a member of the opposing team during the actual game. It is extremely difficult to investigate protests once games are complete and players are no longer present.

- Tournament Officials reserve the right to disqualify players and of false information, use of non-roster players, unauthorized substitutions after the start of the tournament, and/or bad sportsmanship of any kind. The use of illegal players will result in a 3-0 default loss.
- 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 registrants are listed the roster. The only exception is goalie injuries or replacement. **We suggest** all teams have the full 6 players and a goalie listed on the roster prior to the first game in the case of an injury.

- If a goalie (defined as the player listed as official goalie on waiver/roster form) gets injured or cannot compete for the remainder of the tournament, they can be replaced with an alternate goalie provided they do not play on a team in the same division. This must be approved by the head table staff and director then added to the roster before any matches. Once a goalie has been replaced, there shall be no further goalie substitutions. The original goalie will not be eligible to return for the remainder of the tournament. Any player listed on the roster can play in the goalie position.

CASE EXAMPLE: If a goalie 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 goalie for the remainder of the event. If the goalie is replaced for that second game, the original goalie is now considered ineligible.

- All youth teams are permitted players younger than the specified DOB roster specifications.
- Youth team rosters can have players one year prior to specified roster year provided their date of birth is May 30 or thereafter. Youth Female players may play in divisions one year prior to DOB specifications.
- 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.
- The Tournament organizers & directors reserve the right to make all final decision on all conflicts or any unique situations not defined in this module.
- There will be absolutely no refunds once the tournament starts and is in progress.
- 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 not be tolerated, and teams will be ejected from tournament and asked to leave the premises.

2022 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. Larger 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 the points established in the games among the tied teams only will be used as the first tie breaking formula. If the number of points is still equal between any of the of the teams involved, then the following tie breaking criteria applies below. **Please NOTE: If there are still 2 teams tied, they do not go back to the “Two Team Tiebreaker criteria” (Head-to-head will no longer apply).**

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

Scenario: In any division where there is an odd amount 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 result **will not** be a determining factor if the same two teams are tied in the preliminary pool or division standings.