

BREAK-AWAY

3 on 3 Street Hockey Tournament

2023 Tournament Rules

2024 Updated rules will be online April 1

- 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. 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.
- All teams will qualify for the playoffs in a single elimination format.
- Players are eligible for playoff participation regardless of the number of games played, provided they are listed on the final master roster. They may compete at any point during the tournament.
- Games are played with a semi pro liquid filled center hockey ball.
- Prior to the tournament, all participants must complete our "Waiver and Release of Liability" form online. Participants under 18 years of age will need a parent or guardian to fill out a waiver form, Additionally, players must sign rosters using the same name that matches their Picture ID.
- **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.** No changes are allowed once the first game has begun. 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.
- 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.
- In the absence of a goalie, 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 a goalie, or 3 attackers with no goalie.
- 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.
- 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.
- In the Coed division, the standard lineup includes 1 female attacker, 2 male attackers, and a goalie, who can be of any gender. Teams may opt to use up to 3 female attackers, with the condition that no more than two male players are on the surface simultaneously, except when the goalie is pulled.
- 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.
- If the ball is high-sticked above shoulder length, play will be stopped immediately, and possession will be awarded to the opposing team near where the infraction occurred. No penalty will be assessed.

GENERAL PLAYING RULES

- Games will be divided into two 15-minute halves with continuous running time, separated by a one-minute half-time break. If the goal difference remains within 3 goals during the last minute, the clock will stop for specific occurrences, which include when the ball goes out of play, during penalty shots, and timeouts.
- 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 exits the playing area on either side of the rink, 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!
- When a team scores a goal, the ball will be removed from the net to begin play again (no face-off).
- Following a goal, the scoring team must consistently clear the ball 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.
- 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 player intentionally and knowingly executes 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.
- 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.
- Players are allowed to change on the fly during the game.
- At any given time, no more than three players and a goalie are permitted on the playing surface, unless the goalie is temporarily pulled for an extra attacker. All player changes must be made from the team's defensive end of the rink. Any attempts to change players in the offensive end may lead to a penalty shot if the referee determines that an advantage was created through the change. Adhering to these rules ensures fair play and maintains the integrity of the game.
- 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.
- Infractions identified as attempts to injure will result in a major penalty and a game misconduct, with the possibility of tournament ejection. The opposing team will receive two penalty shots.
- 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.
- 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 years of age require Ball/Ice Hockey or Lacrosse protective gloves, 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), will result in a 3-0 loss.

STANDINGS & DIVISIONS

- 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.

CHAMPIONSHIPS

There will be Two championships A and B for Coed/Women's if division has 6 or more teams.

Any youth divisions with 8 or more teams will have an A & B Championship.

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.

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. While we don't enforce roster restrictions within each division, due to the complexity of monitoring, we do enforce one basic rule that no two teams across the **Adult Men's divisions may have more than 3 players (goalies do not count) from another Men's team.**

Scenario: Let's say Team A is in the Intermediate Division, and Team B is in the Recreation Division. If three players from Team A decide to also play for Team B, this is acceptable within our guidelines. However, if a fourth player from Team A wishes to join Team B, this would contravene our rule. In essence, no two teams (Team A and Team B, in this case) can have more than three exact players in common across any of the Men's divisions.

The core principle here is that no pair of teams (such as Teams A and B) may share more than three identical players from their rosters in any of the 4 Men's divisions. This restriction is uniformly applied to any scenario involving player **sharing among all four divisions, ensuring fair play and diversity across the board.**

- 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 can be expanded before the registration deadline or your first game, but not afterward. No roster substitutions are permitted once your first game has started (**Unless goalie listed on roster, for injuries or replacement: See below**) This rule is typically in place to ensure fairness and consistency throughout the tournament, as it prevents teams from making last-minute changes to their roster to gain a competitive advantage. It also helps with logistical planning and ensures that all teams compete under the same conditions.
- 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 checks will not be made during a game but only before or after the match is complete.

If our staff is unable to identify the player or if the name does not match the roster form, it will result in a 3-0 default loss for the team in question. Protests will not be considered after the games are completed and must be raised by a member of the opposing team during the actual game. This ensures a fair and consistent evaluation of any potential roster violations.

- 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 on 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 case of an injury.
- If the goalie, 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 goalie. The alternate goalie 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 goalie's name must be added to the roster before any further matches. Once a goalie has been replaced, no further substitutions for the goalie position will be allowed. The original goalie 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 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.

- Youth & master's age restriction is based on participants actual age on & before May 25, 2024, with some exceptions in U7/U9. All youth teams are permitted players younger than the specified age roster specifications.
- Youth Female players may play in divisions one lower to tourney based format (example U11 to U9, U13 to U11, ect). U7 divisions are permitted a max of two, 8-year-old to fill out roster. If the U13/U16 female divisions are a no go, they can participate in one division lower. Example U13 Girls to U11 ect.)
- In certain circumstances to help fill a division, any player that is 9 years old turning 10 in the month of May will be permitted to play in the U9 division.

Youth divisions may be split into two divisions if there is a qualified number of teams & the age falls within the specifications. For Example: U11/U10, U13/12 Etc.

- The Tournament organizers & directors reserve the right to make all final decisions on all conflicts or any unique situations not defined in this module.
- There will be absolutely no refunds unless the tournament does not **at all** occur.
- The tournament director or game official reserves the right to enforce suspension 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 the tournament and asked to leave the premises.

PROTESTS: Protests are limited to issues involving ineligible players and must be raised during the specific 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.

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, failing which, staff will verify against the official team roster. If found unregistered, the contest defaults to a 3-0 loss in favor of the protesting team, and the protest fee is returned. However, if no protest is raised during the game by any acting captains of the teams, it shall be considered resolved, and no further challenges will be entertained post-game by anyone including members of other random teams or spectators.

Given the size and complexity of the tournament, with a large number of participating teams, it is essential to maintain an efficient and fair protest resolution process. To ensure the smooth running of the tournament and prevent disruptions, protests must be raised in a timely manner during the game, allowing for immediate verification and resolution. This streamlined approach aims to uphold the integrity of the competition while accommodating the logistical challenges of overseeing a multi-team event.

By incorporating clear and concise language that highlights the necessity of a streamlined protest process due to the tournament's scale and structure, participants will better understand the reasoning behind the rule and the importance of adhering to the specified guidelines.

It is important that all team representatives or acting captains approve their final roster by signing it before the first game. This step is of utmost importance because this roster will serve as the basis for determining eligible team members.

Guiding Principle of Fair Play and Rule Adherence

It is crucial to uphold the integrity and fairness of our tournament by strictly adhering to the rules and regulations outlined in this rulebook. Deviating from the established guidelines not only undermines the credibility of the competition but also creates an environment of uncertainty and inconsistency.

The rules and procedures detailed in this rulebook have been carefully crafted to ensure a level playing field for all participants and to promote transparency and accountability in our tournament. It is imperative that all players, coaches, and officials respect and follow these rules without exception.

Making arbitrary exceptions or bending the rules to accommodate individual preferences or requests compromises the integrity of the tournament and erodes trust in the decision-making process. By adhering to the established rules and protocols, we uphold the principles of fairness, sportsmanship, and respect for the game.

Therefore, it is our collective responsibility to honor and enforce the rules as written in this rulebook, regardless of personal preferences or external pressures. Consistency and adherence to the rules are essential to maintaining the credibility and reputation of our tournament and ensuring a positive experience for all participants.

The Tournament organizers reserve the right to make all final decisions on all conflicts or any unique situations **not** defined in this module.

2024 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 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 (**without revisiting 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.

Scenario: 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.

Tiebreaker Example Case: Three-Way Tie with Identical Records and all teams have played each equally.

Final Standings Scenario:

Three teams are tied, each with 4 points.

After applying the tiebreaking rules, the teams have the following special standing points and goal differentials from the original overall standings:

Team A: 4 points in special standing.

Team B: 2 points in special standing, with an overall goal differential of +8.

Team C: 2 points in special standing, with an overall goal differential of +13.

Tiebreaker Order Resolution:

Team A is ranked highest among the tied teams due to having the most points in the special standing.

To break the tie between Team B and Team C, the overall goal differential from the original standings is considered.

Team C is placed above Team B due to a higher overall goal differential (+13 compared to +8).

Final Ranking Among the Tied Teams:

Team A

Team C

Team B