



Storm the Ice 3x3 Tournament Rules 2025

1. Teams typically consist of three/five players, three of which are on the ice at a time. Some teams may have more skaters due to registration numbers. Free substitution is allowed. Players must be within the neutral zone, blue line to red center line, before making substitution.
2. Games are played on a single ½ sheet of ice with one goalie. Teams should be **ready to play 15 minutes before their scheduled game time.**
3. Games will consist of three, seven-minute running periods with 1 minute intermissions. The clock will stop for injury, time outs, penalty shots, or if the ref deems it necessary. Each team will be allowed one-30 second timeout per game. Timeouts can only be called when in possession of puck or after a goal is scored.
4. A coin flip will be held at the start of each game to determine home team. The first team listed on the schedule will call the coin flip. Winner of the flip will have their choice of puck possession at the start of the 1st and 3rd periods or puck possession at the start of the second period and the choice of shooting first or second if a shootout is required.
5. The red center ice line is out of bounds. If the puck touches or crosses this line, it will be awarded opposite the team that touched it last. Players must also remain on their side of the red line or loss of possession will occur.
6. The puck must be cleared outside the blue line with each change in possession. The referee will signal the offensive/ defensive change and allow the attacking team five (5) seconds of free time in the neutral zone. The offensive team must re-enter the offensive zone within this 5-second period or loss of possession will occur. During this time all attacking players must tag up in the neutral zone (one skate outside blue line). Once touching up they may re-enter the attacking zone. No offside rule is in effect. The referee will stop play if a player fails to tag up and actively joins the play.
7. Defensive players cannot force the play in the neutral zone during the 5-second free period. One warning will be giving for this infraction. The second occurrence will result in a penalty. If the defensive team fails to legally clear the puck and resumes play on the attack, the play will immediately be blown dead by the official and the puck awarded to the other team.
8. If an uncontrolled puck crosses the blue line into the neutral zone, control of the puck will be awarded to the first team to touch the puck. The referee will award the puck and start count on the 5-second free time.

9. A team which leaves the neutral zone and then reenters it to delay play will be warned by the referee and then on subsequent infractions will lose possession of the puck.
10. Goals scored by the defensive team will result in a goal for the offense.
11. The puck may not be shot on net from the neutral zone (blue line to red center line)
12. No slap shots allowed. Possession will be awarded to the opposing team.
13. When the goalie freezes the puck resulting in a stoppage in play, possession will be awarded to the defensive team into the neutral zone.
14. Play will be stopped on a penalty as according to USA Hockey rules. On the first penalty of the period, the puck will be awarded in the neutral zone to the non-offending team. Every subsequent penalty charged to the same team, in that period, will result in a penalty shot. Non-major penalties will be counted as one penalty. Major penalties will count as two penalties and result in a penalty shot. The person fouled will take the penalty shot. If a goal is scored on a penalty shot the puck changes possession. If a goal is not scored on the penalty shot, play immediately resumes and the puck is live. Players not taking the penalty shot must remain behind the blue line until the shot has been taken. If a goal is scored during a delayed penalty call, the goal will count and no penalty will be assessed. A team will forfeit any game in which they commit eight penalties. If there are coincidental penalties which both result in penalty shots, the team in possession of the puck will shoot last. The puck will be dead after the 1st penalty shot, teams will then line up at the blue line and the puck will be live after the second team shoots.
15. No checking is allowed at any level. Mouthguards are recommended for all players. All players must wear neck guards.
16. Ties will be decided by a shootout. Three players on a team will shoot alternating shots with the most goals winning. If the score is still tied after the first round, the shootout will continue a sudden death basis. Any player may participate including any of the initial three shooters until one team scores and the other team does not. Again, both teams will have equal number of chances in the second shootout, but the first team to score with an opponent miss, wins the game.
17. Zero tolerance will be strictly enforced. Any player ejected for fighting, vulgarity, etc. will result in the entire team being disqualified from the tournament.
18. If a player is ill or injured and cannot continue, a substitute player can be used. Players registered on another team are not eligible even if already eliminated. The substitute player is added to the roster of the team and is not eligible to substitute on any other team. The player being replaced cannot return to the tournament. The host may have extra players available if needed.

****The tournament director may make adjustments to the format of the pool play or bracket play depending on the number of teams in each division****

Tournament director has the final say and can make adjustments as needed.

19. Goalie scoring is done on save percentage – saves/shots based on scorekeeper tracking. Tiebreaker is fewest goals allowed.
 - Goalies will be seeded after round robin for bracket play
 - During bracket play, the goalies with the higher save percentage will continue to advance. The goaltender with the higher save percentage will advance to the championship game. Shoot out and penalty shot goals will not count toward goalie statistics as shots, saves, or goals against.

20. Round robin seeding tiebreakers will be determined as follows: Head-to-head matchup, goals allowed, goals scored, goal differential, coin flip.

21. Round Robin scoring Format:

- 6 points available per game.
- 1 point per period won, 1/2 point per period tie, 0 point per period lost
- 3 points per game won, 0 points per game lost

22. **HAVE FUN!!!**

* Coaches and players – Know the rules of the tournament. Challenges must be made immediately. The decision of the on-ice official is final. If a challenge is made during play, the game clock will be stopped *

Tournament Director: Ryan Schroder

Tournament Admin: JJ Deffner & Jana Wimmer