

MWC FALL FACE OFF 3V3

IMPORTANT: Please bring both a light and dark jersey for all games. There will be a limited number of spare jerseys available at the rink.

On the schedule, the team listed first will wear light and the team listed second will wear dark. If the schedule reads "Butchers vs Bakers" then the Butchers would wear light and Bakers dark.

Game Format

1. 3 players from each team are on the ice at a time. To ensure equal playing time, there will be a buzzer every 90 seconds for mandatory line changes.
2. Games are played cross ice with two goalies. Goalies will switch sides at half.
3. Ice will be resurfaced after every two games.
4. Teams must be ready to play 15-minutes early. Games will start early if the ice is ready.
5. Games will consist of two 12 minute running clock halves. A one-minute break will be given between halves. The clock may stop for injury or if the ref deems it necessary.
6. Ties will be determined by shootout. Three players on a team will shoot, alternating shots with the most goals winning. The three shooters may be decided by the team. If the score is still tied after the first round of the shootout, the shootout will continue on a sudden death basis. During sudden death, all players on each team must shoot in equal turns, with any player who was not among the first three shooters shooting first. Goalies will face 2 consecutive shots in a shootout (one from each team) to ensure fairness.
7. All referee decisions are final and will not be discussed after the game ends.

Procedure For Play

1. The home team will decide which direction they wish to skate in the first half.
2. After a goal is scored, the scored upon team will restart play by skating or passing it from behind their defensive net. The scoring team must retreat to their own half and let play resume before attacking the puck.
4. If a puck goes out of play, a goalie freezes the puck, or there is a stoppage for any other reason, the team with the puck will commence play by skating or passing it from behind their defensive net. Attacking/forechecking players must retreat to their own half and let play resume before attacking the puck.

Penalties

1. No checking is allowed. Zero tolerance will be strictly enforced. A player who is deemed, at the discretion of the referee or coach, to be playing "dirty" or commits a violent on or off-puck penalty, may be dismissed from the game and potentially the remainder of the Fall Face Off League. Any fighting (one punch) or intent to injure will result in immediate dismissal and suspension, at a minimum. MWC may review video of any incidents, as necessary.
2. All penalties will result in a penalty shot, with the fouled player taking the shot. The shooter will start from half ice and all other players from the boards behind the opposite goal. When the shooter begins movement, the other players may "chase" the shooter. If a goal is not scored, it is "play on".
3. All referee decisions are final and will not be discussed after the game ends.

Goalie Competition

Goalies will be randomly assigned games through the league. During playoffs, goalies will be assigned to games based on availability and to try to create parity, fairness, and equal playing time.