



Stoughton Youth Hockey Association

March Thunder 3v3 Rules

GAME FORMAT

1. Team will consist of four players; three of which may be on the ice at a time. Substitution is allowed at any time.
2. Games will be played on a half-sheet of ice with both teams shooting on one goalie.
3. Games consist of three 6-minute periods of running time with a pre-game warm up of 2 minutes and one-minute break between periods. The clock will only stop for injuries, time-outs, penalties, and at the referee's discretion such as to reposition the goal or confer with the scorers on penalties and goals.
4. Each team is allowed one, 60-second time out per game. Time-outs can only be taken if the puck is in the neutral zone or during a stoppage in play.
5. Tie games will be determined by a shoot-out (except in round robin play). All four players will shoot on an alternating team basis with the team scoring the most goals the winner. If the score remains tied after the first shoot-out, the shoot-out will continue on a sudden-death basis. All four players will continue to participate in the same order until one team scores and the other does not.

PROCEDURE FOR PLAY

1. A coin flip will determine choice of puck possession. The winner of the flip has the choice of possession at the start of the 1st and 3rd periods or at the start of the 2nd period. The team having possession from the start of the 2nd period will have the choice of shooting 1st or 2nd in a shoot-out should one be required.
2. Play begins with the attacking team being allowed 5 seconds of free play in the neutral zone. The attacking team is considered the team that has possession of the puck and has cleared the blue line.
3. The defending team is the team defending the goal. A goal can only be credited to the attacking team.
4. The defending team becomes the attacking team after they have gained possession of the puck and the player with the puck crosses the blue line. The referee will then signal the change in possession of the by calling out the team color. Once the team has tagged up, their five second free play in the neutral zone will begin.
5. During a possession change all players must "tag-up" within the 5-second free time. If this does not occur within the 5-second time period another possession change will occur.
6. Once a player tags up, they do not need to wait for the puck to enter the zone, players may re-enter the attacking zone at any time.
7. If the goalie freezes the puck resulting in a stoppage of play, possession will be awarded to the defensive team outside the blue line (neutral zone).
8. The purple pads and red triangles are out-of-bounds. If the puck touches or crosses the pads or triangles, possession will be awarded to the team that did not cause the puck to go out of bounds. If

possession is maintained after the puck goes out of bounds, the attacking team will be required to tag-up even though possession was maintained. i.e. the defending team poke-checks the puck causing it to hit the purple pad or red triangle.

9. If an uncontrolled puck enters the neutral zone, The referee will award possession of the puck to the first team to control the puck by calling out the team color. The attacking team does not have to retag if it regains control of the puck in the neutral zone.

PENALTIES

1. **NO CHECKING IS ALLOWED AT ANY LEVEL!** Penalties will be called on this and in accordance with USA Hockey Rules.
2. A delay of game penalty may also be assessed against a team for:
 - a. Entering into the neutral zone before 5 seconds of free time is up.
 - b. Failing to clear the puck across the blue line within 5 seconds of receiving the puck from the goalie on a frozen puck play or referee following an opponent's goal.
3. On the first penalty of the period, the puck will be awarded to the non-offending team in the neutral zone. Subsequent penalties on the same team within the same period will result in a penalty shot. The player that was fouled will take the penalty shot. Change of possession will occur only if the penalty shot was scored. A penalty by the goalie will be counted against the defending team. Three penalties by any goalie during the entire tournament will result in goalie disqualification.
4. USA Hockey rules for equipment and game play will be followed, except for rules modification within this document. Zero tolerance will be strictly enforced. Any player ejected for fighting, vulgarity, and/or unsportsmanlike conduct, including the intent to injure will result in the entire team being disqualified from the tournament.

GOALIE COMPETITION

Goalies compete against other goalies in their level of play.

The final rankings are determined by using save percentage with the highest rating points. If a goalie shuts out one team in the game, they will be rewarded with a goal being removed from the save percentage.

Example: a goalie has 5 games with a total of 85 saves of 100 shots but shut out 2 teams in those games. The goalies save percentage rating would be calculated as:

$$(85/100) = 85\% + 2 = \mathbf{87.00\%}$$

The champion will then be the honor goalie for the team championship game. The second-place goalie will play in the third place game and the third place goalie (if applicable) will play in the Lighting Bowl.

MISCELLANEOUS

1. Waiver and Release forms are required.
2. Teams need to be ready 15 mins prior to any scheduled game time.
3. No horns, bells, whistles or other noisemakers of any kind will be permitted in the arena.
4. No carry-ins will be allowed in the arena.
5. **Referee's calls on the ice stand.**