

# **Referees: Southwest 3 on 3 Rules – Reminder**

***PLEASE MAKE SURE YOU ARE AWARE OF THE FOLLOWING SPECIAL RULES AND THAT YOU CALL THE GAME ACCORDINGLY.***

- WHISTLES / FACEOFFS:** The referee will blow the whistle following all goals, and in the event of any infraction listed below. Following a whistle, the team that scored or had the infraction must leave the puck and give the opposing team "half". The only "faceoffs" will occur at the start of the game, and following the intermission.
- LINE CHANGES:** Buzzer set to sound every minute. Players MUST change at the buzzer and the new line cannot come on until ALL players on previous shift are off. In the event of infraction, the referee will blow the whistle. *(for **Novice** – players must be touching boards before the new line comes out. Once the new line is out – old line comes off the ice.)*
- MAXIMUM 2-LINE CARRY:** Applicable to PeeWee only (Novice/Atom are half-ice).  
**Puck carriers MUST pass to another player after carrying the puck across 2 lines!** The puck carrier cannot carry the puck over 3 lines or bank pass to themselves over the 3<sup>rd</sup> line, or dump it in and get it themselves. In the event of infraction, the referee will blow the whistle.
- MAXIMUM 3 GOALS:** Each player is only permitted to score a maximum of 3 goals. Additional goals will result in a whistle, but the goal will not count.
- OFFSIDE/ICING:** Applicable to PeeWee only (Novice/Atom are half-ice). Offsides and icings will be called by the referee, and will result in a whistle.
- NO BODY CONTACT**
- NO SLAP SHOTS**
- PENALTIES:** Referees will be calling all penalties. All penalties will result in a penalty shot for the player involved. After a penalty shot, the whistle will sound. In the event of a bench penalty of any kind, the coaches must select the player from their roster with the least goals in that game (if there is a tie, the can choose from those players tied).
- TWO MINUTE WARM-UP BEFORE GAMES**
- LENGTH OF GAMES:** Games will consist of two – 12 minute periods with a 2 minute intermission.

**11. TEAMS WILL NOT SWITCH ENDS**

**12. # OF PLAYERS:** 3 skaters and a goalie for each team on the ice – goalie can be pulled for an extra skater anytime.

**13. POSITIONS:** Goalies and players cannot change positions.

## **Shoot Out Rules**

Shoot outs will be held for any semi-final or final game that ends in a tie.

The shoot out will proceed as follows:

- Teams will be required to first use the skaters who have NOT scored, then skaters with 1 goal, then skaters with 2 goals. Once a player has reached 3 goals in a game or during the shoot out can NOT participate in the shoot out.
- If time permits, each team will have a minimum of 3 skaters participate in the shoot out. A team must go through all of its available skaters before an individual skater can go a second time.
- If at any time during the shoot out or during the game that the time permit runs out, the game will immediately end and if the game is tied the winner will be decided based on overall goals for and against in all games.
- If during the shoot out the time permit ends before 3 skaters have gone from each team, then the final score will be based on the score at the last equal number of skaters used by the teams.

## **Round Robin Tie Breakers**

1. Head to Head Record between the tied teams.
  - a. Only if all teams tied played each other.
2. Most Wins
3. Total Goal Differential
4. Least Penalties
5. Coin Toss between Coaches
  - a. If tied in all the above.