

## Ripley Rules for 3 on 3 Co-Ed Fun Hockey March Break

- Each game will consist of 15 minutes straight time
  - Must be ready to go on ice 10 minutes prior to scheduled game time
  - Puck out of play will result in face off at center
  - Following goals or saves, offensive team must clear blue line and only until all 3 have cleared may they re-enter. Whistle will indicate goal / save. On a save instance, goaltender can play puck or give to teammate right after whistle is blown.
  - Offsides will be whistled down, (Play Continues) and offending team must leave puck and clear zone. Once all 3 have cleared, they may re-enter zone.
  - If the scoring team OR Off-side team INTENTIONALLY touches the puck prior to clearing the blue line, a penalty shot will be awarded. A team clearing the puck after being scored upon has only 10 seconds to proceed past the blue line, or a delay of game penalty will be called.
  - There are no icings
  - OUT OF PLAY - When the puck goes out of play, the team not responsible for the stoppage in play will be awarded the puck. A minimum of 10 feet of clearance shall be given to resume play. No face-off will occur.
  - Goal tenders are not to be hacked at etc, if puck is under goalie or saved, even if whistle has not blown.
  - Minor penalties will result in a penalty shot. (With Chasers)The non-penalized team will choose shooter who will start from the blue line. The remaining players will start from center line and chase the player with the puck once the whistle blows. Puck is live if shooter does not score. If saved, offensive team must clear zone
  - There is no body checking in any division
  - Horn will sound every 60 seconds for a shift change. No shooting puck after horn as this is a penalty
  - Players must not touch puck after horn blows, otherwise a penalty, and goalies must stay in crease or penalty
  - Exchange of players is one for one, players on ice become ineligible to play puck once horn blows, or a penalty
  - No shift changes till horn blows. Player must stay on ice for complete shift
  - OMHA rules are in effect
  - Remember kids this is for fun, so we don't want to see any abuse of players, officials etc. We reserve the right to suspend any child from further play, if they do not abide by the essence of fair play.
- a) No more than 7 skaters and 1 goalie may be on the bench for any game – No exceptions. b) A team must have a minimum of 5 players and a goalie dressed for a game to avoid a default loss – No exceptions.
- b) 4 goal maximum per player unless losing by more than 3 goals until 3 goal gap is closed

Respectful behaviour by Parents to all staff, all referees, other parents and participating players is expected at all times.

Divisions are organized based on Minor hockey divisions.

Monday March 13<sup>th</sup> 2016 8AM-4PM:

Co-Ed Senior Tyke Division

Tuesday March 14<sup>th</sup> 2016 8AM-4PM:

Co-Ed Novice Division

Wednesday March 15<sup>th</sup> 2016 8AM-4PM

Co-Ed Peewee Division

Thursday March 16<sup>th</sup> 2016 8AM-4PM:

Co-Ed Atom Division

Friday March 17<sup>th</sup> 2016 8AM-4PM: Co-Ed Bantam and Midget Divisions