



3on3 Hawks League Rules

March 2018

Section 1 – League Policies and Procedures

1.1 - Hockey Canada rules will apply unless otherwise stipulated in this Hawks League 3 on 3 rule package. The following rules in this package either supplement or negate the rules in the Hockey Canada rule book.

1.2 - League officials include off-ice officials, on-ice officials and arena staff. Off-ice officials include referees, scorekeepers, conveners, CHDC staff and other persons that do not hold these titles, but are deemed by the League to be suitable to submit evidence regarding league matters if required.

1.3a) - The League and Facility does not provide insurance coverage for players. Registered 3on3 Hawks teams may purchase their insurance through CARHA Hockey (carhahockey.ca). Individual coverage may also be provided at iplayhockey.ca. Please contact these providers for more information.

1.3b) - Player insurance is not mandatory in order to participate in 3on3 Hawks league games.

1.4a) - Dressing room assignments are located on the TV screen, on the wall, left of the entrance. Teams that do not comply with the room assignment guidelines and timelines may have their equipment and personal belongings moved to another room or location. Due to room limitations, teams will have to share rooms with teams on the ice before and after their time slot. Room keys will need to be shared, and the League strongly recommends all teams bring valuables with them to the bench.

1.4b) - Assigned dressing rooms may be entered no more than 30 minutes before ice time and must be vacated within 30 minutes after leaving the ice.

1.5 - The consumption of alcohol in the dressing rooms, bleachers, parking lot, or other unlicensed areas is strictly prohibited. A violation of this policy will result in the removal of the team for which an offending player is registered. Smoking is strictly prohibited anywhere inside the CHDC

1.6 - The CHDC provides a first aid space, but teams must supply their own first aid supplies as a primary resource in the event of injury. Timekeepers do have access to First Aid supplies, but should not be relied on as a primary source.

1.7a) - League officials may stop, cancel, or delay a game in the event of poor ice conditions or other concerns related to the safety of players. Should both team representatives agree that the safety of their players is compromised, they too have the right to stop or cancel a game. Rescheduling games will be at the option of the League.

1.7b) - In the event that facilities become unavailable, or that start times may be delayed due to circumstances beyond the league's control, or inadvertent double-booking; the League may, at its discretion, delay a game by up to one hour.



1.7c) - In the event of cancellations due to poor weather conditions, rescheduling games will be at the discretion of the League.

1.8 - The 3on3Hawks reserves the right to make any rule changes and/or additions/deletions to the above rules. Rule changes will be posted on the website and/or will be e-mailed to team representatives before the change is enacted

1.9 - The 3on3Hawks League has been designed to provide non-contact hockey at the recreational level. Disrespect towards game and administrative officials, and/or injurious actions by players will not be tolerated. Violation of the previous will be just cause for ejection from the CHDC without refund of fees paid.

Section 2 – Team Rep Responsibilities

2.1a) - All team, registered as a team, must designate a team representative and an alternate representative. The team representative must sign a league contract stipulating the payment policy and payment dates if requested by the League. Team representatives will provide all pertinent registration paperwork, including the signed registration form, team roster form, signed waiver form, and a questionnaire form if requested. The League will communicate all league and team related matters through the team representative or the alternate representative. It is the team representative's responsibility to forward all communications to their teammates.

2.1b) - All team communication must come through the team rep or alt team rep. Any player who communicates directly to the League will be asked to send the information through his rep. No official complaint or request to look into something will be accepted unless submitted by the team rep or alt team rep.

2.2 - In order to participate in the 3on3Hawks League, all participating players and team officials must sign the paper waiver form or the online waiver form provided by the League. Those playing on multiple teams must submit a waiver for each team. It is the responsibility of the team rep to ensure that all of his/her players sign the team waiver. Players that do not complete the form will not be allowed on the ice.

2.3a) - Teams must make payments on or before the payment dates outlined in the payment schedule. Failure to do so will result in a team losing its spot in the 3on3Hawks League.

2.3b) - Teams will pay (in addition to any bank charge payable) an administration fee of \$75.00 for any cheque that does not, for whatever reason, clear the bank.

2.4 - The team representative, or a substitute in the representative's absence, is responsible for the conduct of the team's fans and coaches. Should the conduct of the fans or the coaches be deemed inappropriate, the officials may tell the team representative to ask them to cease their inappropriate conduct, and/or ask them to leave the facility. Unsportsmanlike penalties and suspensions will be assessed in the event that the inappropriate conduct should continue.



Section 3 – Equipment

3.1 - Players must wear CSA approved hockey helmets and helmet hardware. Players without proper helmets, chin straps, and helmet clips will not be permitted on the ice during a game. Absolutely no substitutions will be permitted.

3.2) - Players must wear a minimum of a full cage or full visor, and it must be securely fastened to the helmet and worn in such a way as to not cause injury to the wearer or opposing players.

3.3 - Goaltenders must wear a CSA approved helmet during any League play.

3.4a) – Teams must have at least one full set of matching jerseys with different numbers for all players participating in the game.

3.4b) Goalies must wear a CGD branded jersey for all games.

3.5 - Failure to correct a piece of equipment immediately following a warning will automatically result in a minor penalty. The offending player may not return to play in that game, or any subsequent games, until the problem has been rectified and approved by a league official.

Section 4 – League Rules

4.1a) – Game Timing

Regular Season Games

- 1) 3 minute Warm-up
- 2) Two 21 minute games
- 3) 1 minute break in between games

4.1b) - Games ending in a tie will remain that way

4.1c) - Each team must consist of four (4) players on the ice (i.e. 3 skaters and 1 goalie) at any one time

4.1d) - The official has the discretion to stop the clock due to injury, ice problems, rule explanations, etc. Game time will not stop during a penalty shot.

4.2a) - In the event of a goaltender injury/departure a team may either substitute one of their dressed players immediately, or may play with 4 skaters (none of whom will have goaltender privileges). There will be no game time stopped for the purpose of a player changing into goaltender gear. Should the injury have been deliberately caused by the other team, a forfeit may be issued after the fact.

4.2b) - For Major penalties, Gross Misconducts, Game Misconducts, Misconducts, and Match penalties to a goalie, the goalie may be allowed to continue playing. All discipline will be assessed



after the conclusion of the game. If the officials deem it inappropriate to allow the goalie to continue playing then the goalie will be ejected and a fourth player will be allowed to fill in for the goalie.

4.3 - Teams will switch ends between periods.

4.4 - The game will commence when the with a face off at centre ice

4.5a) When Play Has Stopped:

due to a save, a goal, or the puck going out of play:

- i) Attacking players must vacate the attack zone by returning to their side of center ice.
- ii) Attacking players can only re-enter the zone and pursue the puck after the puck crosses the goal line
- iii) While the puck is behind the goal line, attacking players are not permitted to enter the attacking zone.
- iv) The team with possession must bring the puck behind their goal line before commencing play.
- v) Players returning to their respective side after the whistle are not permitted to interfere with the opposition's break out while in the opposition's defensive zone. This would result in an offside call and the team with possession must start again.

4.5b) When Play Has Commenced (after the puck is brought over the goal line):

- i) Players must make one pass before a shot can be taken against their opposition.
- ii) If the first pass is received in the attacking zone, the pass must be onside. A minimum of one skater must be in the defender's zone. The opposition is awarded puck possession in the event of an offside pass.
- iii) Passes can be made behind the goal line and count as the first pass before shooting.
- iv) Teams with possession must remain in their zone until the puck is brought over their goal line, thereby commencing play.

4.6) - Stoppages in Play: are any of the following: goals scored, puck smothered by goalie (save), penalties called, pucks out of play, or other reasons warranting a stoppage in the opinion of the official.

4.7 - Shots on Net are only permitted after the first pass is received.

Section 5 – League Structure

5.1 - Each team is guaranteed a minimum of 10 days/night of hockey including a tournament final day. At the beginning of the season teams are placed in their respective divisions based on team skill level, age, and past level of play

