

Rally in the Valley 3 v. 3 Rules and Guidelines

3 v. 3 Rules

1. All games will be NO CONTACT!
2. All games will be (2) 12 minutes halves.
 - a. 2 minute warm up
 - b. 1 minute break in-between halves to switch ends
 - c. Scoring will be kept by each respective Head Coach for their team (exchange scores inbetween halves for accuracy). At the end of the game, please give your scores to the Tournament Director immediately.
 - d. Pucks will be provided.
3. Face-offs will occur only at the beginning of each game or halve.
4. When play is stopped due to the goalie controlling/freezing the puck, a whistle will signal the attacking players to vacate the area to at least the halfway mark of the rink. Once the goalie releases the puck, players may resume play immediately. Attacking prematurely will result in a penalty for the offending team.
5. **Goal Scored: Scoring team MUST retreat and skate around their own net to allow that team to get the puck out of the net and have control before attacking.**
6. No Off sides
7. Teams will switch nets to defend after each half.
8. Penalties: will result in a penalty shot starting at the halfway point of the rink. All other skaters must line up on the imaginary goal line of the non-scoring goal. On the whistle, the player performing the penalty shot as well as ALL the non-shooting players on the ice leave and attack. If the non-shooting players leave early, it will result in another penalty shot at the refs discretion.
9. Minor Penalties = 1 shot (tripping, interference, elbowing, hooking, holding and too many men on the ice)
10. Major Penalties = 2 shots (checking, slashing with intent to injure, roughing, spearing, high sticking, cross checking). When a major penalty is called, the offending player must leave the ice for the penalty shots and that shift. First shot is no chase.
11. A referee, at their discretion, may eject a player and/or coach from any game for misconduct or mistreatment of anyone in the game, including refs. Any player, coach or parent ejected from a game will not be allowed to participate in remaining games until he/she meets with Tournament Director. ZERO TOLERANCE!
12. All levels will use black pucks
13. No Slap shots allowed

TEAMS:

1. Only registered players on team rosters are eligible to play. If an injury occurs to your goaltender, substitutions will be allowed but must be approved by Tournament Director.
2. All players must be registered online and complete the online waiver. Any player not registered will be deemed ineligible until the waiver is completed and verified by tournament director.
3. Rosters MUST include the following:
 - a. No less than 6 skaters
 - b. No more than 12 skaters
 - c. At least 1 goalie
4. Once the puck has dropped for your respective 1st game, no roster substitutions will be allowed, unless injury occurs to your goaltender. MUST be approved by tournament director.
5. Each team will play with four players on the ice:
 - a. 3 skaters
 - b. 1 goalie

MISC. Rules

1. Mite only: shifts will be 1 minute in length...buzzer will sound, players must relinquish control of puck and head to bench. In the case of a shortened bench due to injury, ejections, sickness, etc., the double shifted player must come over and make contact with the boards near to where their teams makes a line change. Failure to adhere to the rule above, may result in a penalty shot for the other team.
2. All other levels will change on the fly
3. Keep ALL doors closed
4. If the buzzer sounds during a penalty shot or before he/she is able to get lined up, that person will still be allowed to perform the shot as long as the penalty happened during game play.

Coaches/Team Reps

1. Up to 3 coaches will be allowed on the bench. All bench personnel must be a minimum of 21 years of age. Please have at least one coach bring his/her skates to help with rink set up and take down.
2. Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum of 1 game and subject to further review for possible expulsion at the Tournament Directors discretion. Inappropriate behavior, conduct and/or language will NOT be tolerated.

Competition Format:

1. All teams will be guaranteed 5 games
2. Competition will consist of Pool Play, followed by Seeded Brackets

Scoring and Points Format:

1. Win = 2 points
2. Tie = 1 points
3. Loss = 0 points
4. Results will be posted online

Overtime and Tie-Breaking Procedures:

1. There will be NO overtime in pool play
2. Overtime in seeded play will consist of a 2 minute running time/sudden death play.
3. If a tie still exists, a one player shootout will determine the winning team...if a tie still exists after each shooter, then each team will alternate "new" shooters until a winner is determined. Every player must be used from each team until a player is allowed to repeat.
4. Tie Breaking procedure for teams tied after pool play for seeding:
 - a. Head to Head Competition
 - b. Most goals scored during game play
 - c. Least goals allowed during game play
 - d. Coin toss

Awards:

1. Medals will be awarded to the 1st and 2nd place teams only.

Officiating:

1. Refs will be used

Injuries:

1. Only Coaches and/or Tournament Director allowed on ice. Parents will not be allowed on ice until directed by tournament director for safety reasons.