



INTERNATIONAL
ICE HOCKEY
FEDERATION

IIHF Cross-Ice 3-on-3 Game Manual

Women's and Men's Mixed-NOC 3-on-3 Tournaments
2020 Youth Olympic Games, Lausanne, Switzerland

Preface

The IIHF will, for the first time in history, launch an official IIHF sanctioned 3-on-3 competition. This format will be introduced at the Lausanne 2020 Youth Olympic Winter Games.

The following 3-on-3 Game Manual clarifies how the game is built and played in the Women's and Men's Tournaments. The competition will be played with Mixed-NOC teams. Thus, this document was specially built considering challenges implicated by this. The format allows ice hockey players from all over the world, with different skill levels, to come together and celebrate the spirit of our beautiful sport and the Youth Olympic Games.

Abbreviations

IHO	IOC sport code for Ice Hockey
IIHF	International Ice Hockey Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
NSC	National Skills Challenge
QS	Qualification System Document
YOG	Youth Olympic Games



2020 Youth Olympic Games – Mixed NOC 3-on-3 Tournament Game Manual

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1 Format

The preliminary round consists of eight (8) teams playing a single round robin. The four (4) best-ranked teams proceed to the semi-finals. The first placed team plays the fourth and the second placed team against the third. The winners advance to the Gold Medal game and losers play for the Bronze.

1.1 Preliminary Round

The preliminary round (28 games) consists of one group of eight (8) teams, in which all teams play against each other once. The teams are not ranked coming into this competition. The teams are randomly assigned to a number (see chapter 1.2).

1st Round	4-5	3-6	2-7	8-1
2nd Round	4-8	6-2	5-3	1-7
3rd Round	1-6	4-7	2-5	3-8
4th Round	7-3	5-1	6-4	2-8
5th Round	2-3	8-5	6-7	1-4
6th Round	4-2	8-6	7-5	3-1
7th Round	1-2	7-8	5-6	3-4

The ranking in the preliminary round is determined by game points on the following basis (three-point system):

3 points for the winning team at the conclusion of regulation time.

1 point for both teams at the conclusion of regulation time if the game is tied.

1 additional point for the team winning the game in a penalty-shot shootout, if the teams are tied following conclusion of the regulation time.

0 points for the team losing the game in regulation time.

The top four teams qualify to the semi-finals and the remaining teams are ranked based on the standings after the preliminary round.

1.2 Tie Breaking System

The tie breaking system for IIHF competitions as per the IIHF Sport Regulations apply. As step 6 requires a ranking of teams, the teams are ranked as follows: Blue(1), Red(2), Brown(3), Yellow(4), Green(5), Black(6), Orange(7), Grey(8).

1.3 Play-off round

Semi Finals	SF1: 1-4	SF2: 2-3
Medal Games*	Bronze: Loser SF1 vs. Loser SF2	Gold: Winner SF1 vs. Winner SF2

*The better ranked team of the preliminary round is the home team in each of these games.

2 Athlete Qualification

The 3-on-3 Tournament consists of eight (8) teams with 13 athletes (11 skaters and 2 goaltenders). These teams are composed of athletes from different National Olympic Committees (NOCs). If possible, none of the teams has more than one (1) player from the same NOC. The athlete qualification and allocation of quota places per NOC are defined in the Qualification System (QS) and conducted using National Skills Challenges (NSCs).

3 Team Composition and Lines

The eight (8) teams consist of eleven (11) skaters and two (2) goaltenders. Each team plays with three lines.

3.1 Construction of Teams

Teams are named by a combination of the colours of their jersey (Blue (1), Red (2), Brown (3), Yellow (4), Green (5), Black (6), Orange (7), Grey (8)) and a nickname. Teams choose pre-defined nicknames on 8 January 2020.

The team construction is done as illustrated below. Players' ranking is according to the overall NSC ranking.

Blue	Red	Brown	Yellow	Green	Black	Orange	Grey
GK8	GK7	GK6	GK5	GK4	GK3	GK2	GK1
GK9	GK10	GK11	GK12	GK13	GK14	GK15	GK16
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25
33	34	35	36	37	38	39	40
48	47	46	45	44	43	42	41
49	50	51	52	53	54	55	56
64	63	62	61	60	59	58	57
65	66	67	68	69	70	71	72
80	79	78	77	76	75	74	73
81	82	83	84	85	86	87	88

In the case that a team has already been allocated a player of the same NOC, the next ranked player is chosen. The surpassed athlete is placed into the next team the athlete is eligible to play in. Then the player allocation continues accordingly.

3.2 Lines

The lines are created based on video footage and two practice and scouting days. The lines are composed according to the skill level of the players.

The 1st line consists of three (3) players. The 2nd and 3rd lines consists of four (4) players each. In case of injuries, players can be moved to other lines during a game (see chapter 3.4).

Goaltenders	Goaltender 1	Goaltender 2		
1st Line	Player 1	Player 2	Player 3	
2nd Line	Player 4	Player 5	Player 6	Player 7
3rd Line	Player 8	Player 9	Player 10	Player 11

3.3 Line Rotations

The objective is to have players with the same skill level on the ice. Therefore, the 1st line always plays against the 1st line of the opposing team. Coaches can only change players between the lines if a player gets injured during a game. After every game, coaches can make changes to the lineup. Coaches hand in a team lineup form 60 minutes before the start of the game.

Lines with four (4) athletes have to rotate players. In other words, at least one player of both lines sits out one shift at a time. Example of the line rotation is demonstrated in the table below:

1 st Period			2 nd Period			3 rd Period		
Shift	Line	Players	Shift	Line	Player	Shift	Line	Player
1	3	GK, 8, 9, 10	17	2	GK, 4, 5, 7	33	1	GK, 1, 2, 3

2	2	4, 5, 6		18	1	1, 2, 3		34	3	9, 10, 11
3	1	1, 2, 3		19	3	8, 10, 11		35	2	5, 6, 7
4	3	8, 9, 11		20	2	4, 6, 7		36	1	1, 2, 3
5	2	4, 5, 7		21	1	1, 2, 3		37	3	8, 9, 10
6	1	1, 2, 3		22	3	9, 10, 11		38	2	4, 5, 6
7	3	8, 10, 11		23	2	5, 6, 7		39	1	1, 2, 3
8	2	4, 6, 7		24	1	1, 2, 3		40	3	8, 9, 11
9	1	GK, 1, 2, 3		25	3	GK, 8, 9, 10		41	2	GK, 4, 5, 7
10	3	9, 10, 11		26	2	4, 5, 6		42	1	1, 2, 3
11	2	5, 6, 7		27	1	1, 2, 3		43	3	8, 10, 11
12	1	1, 2, 3		28	3	8, 9, 11		44	2	4, 6, 7
13	3	8, 9, 10		29	2	4, 5, 7		45	1	1, 2, 3
14	2	4, 5, 6		30	1	1, 2, 3		46	3	5, 6, 7
15	1	1, 2, 3		31	3	8, 10, 11		47	2	9, 10, 11
16	3	8, 9, 11		32	2	4, 6, 7		48	1	1, 2, 3

In case of a penalty, the line rotation stays the same. However, the player rotation of lines with 4 players needs to be considered and adjusted accordingly. Sitting out a penalty is considered as sitting out a shift. The scheme above is not rigid. Coaches manage and split ice time equally.

Every eight (8) minutes, goaltenders change on the fly. It is not allowed to pull a goaltender and send an extra skater on the ice.

3.4 Injuries During the Game

In case that a player must leave the game due to an injury, the lineup shall be changed as follows:

- An injured 1st line player replaces a 2nd line player. 2nd line plays without rotation player. The 3rd line stays unchanged.
- An injured 2nd line player is not replaced.
- An injured 3rd line player is not replaced.
- In case of a second injury, the players are moved up and down the lineup according to their skill level until the team has three lines with three players.
- In case of a third injury, players of the complete lines take turns of consecutive shifts, playing in the line with two remaining players and their own. However, a 1st line player may never play in the 3rd line and vice versa. Line change procedure for an athlete playing double shifts is defined in chapter 6.1.

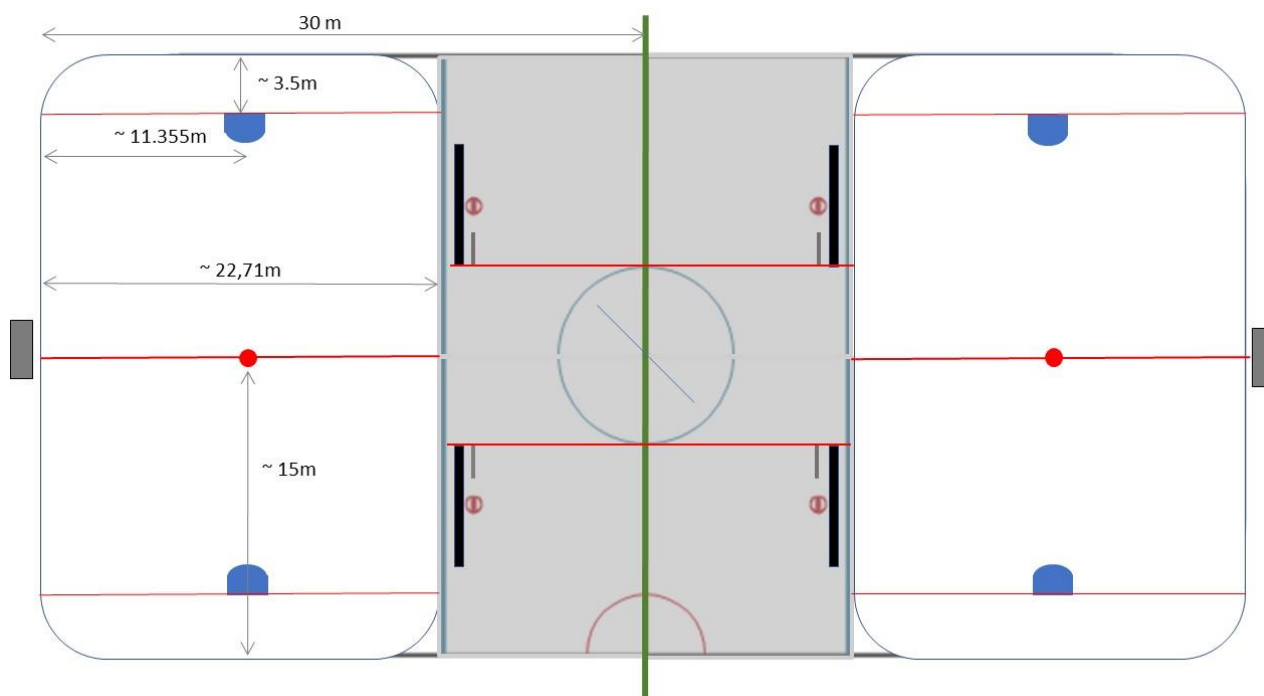
If a goaltender gets injured, the other goaltender plays all remaining shifts. The goaltender is not allowed to play the puck during a goaltender change until another player from either team has touched the puck.

In the event that both goaltenders of a team get injured, a skater has ten (10) minutes to dress to the required equipment and replace the injured goaltenders.

4 Field of Play

A game is played in an end zone of a normal ice rink. The game is played cross-ice. As such, two games are played simultaneously. Given that there are no boards at the blue line of a normal ice rink, temporary rink boards are used to separate the field of play from the neutral zone, where the player benches are situated. The field of play is marked with the centre red line including a face off dot, red board to board goal lines and the goal crease.

The fields of play is separated by a netting, indicated by the green line in the figure below.



5 Timekeeping

5.1 Game Duration

A game consists of three (3) 16-minute periods. As such, one game lasts 48 minutes and thus, 48 one-minute (1) shifts are played in each game.

The intermissions between the periods is two (2) minutes which automatically starts immediately after the expiration of the respective period.

Teams do not change side for the second and third period.

5.2 Clocks

One single clock is used for both games. The clock runs down from 16:00 to 00:00. The game is played with no stoppage of time and therefore, unless a major incident happens, the clock runs down smoothly for 16 minutes.

To indicate the line changes, the end of a shift is announced by three (3) beeps (3, 2 and 1 second left on the clock) and concluded by a buzzer sound at xx:00 seconds. The buzzer sound for line changes is different than the end of period, end of game or stoppage of play buzzer.

In case of ice or glass breaking, or another unforeseen incident forcing one game to be interrupted, both games will be stopped. The affected game is stopped immediately, the game in the other field of play at the next line change. In case of a serious injury, both games are stopped immediately. It is at the discretion of the game officials and game operations managers to interrupt the game and give the signal to stop the clock for both games. The game will be resumed with the next shift, starting at a full minute.

In case the goal net is dislocated and can be put back in place quickly, no stoppage of clock is necessary. If an incident is to take longer than one (1) shift to be resolved, the game in the other field of play stops at the next line change (xx:00 buzzer). This is indicated by a buzzer, as well as verbally through the game operations manager. The next lines start the new shifts as soon as the incident is resolved.

6 Rules

6.1 Line Changes

60 seconds after the initial puck-drop, a buzzer signals a line-change. The skaters on the ice cannot touch the puck after the buzzer and they must immediately skate to the player bench. The first two (2) players of the next line are allowed to enter the ice as soon as the buzzer signals the line-change. The third player must wait until all players of the previous line are in the 1.5m changing zone. Only then the third player may enter the ice. Players are not allowed to jump over the boards and therefore must use the gates. An infraction to the above-mentioned rules results in a minor penalty call.

In case a face-off needs to be taken just before a line change, it is in the game officials' discretion to wait for the new shift and lines to conduct the face-off.

A minor penalty is called, in case a player intentionally touches the puck after the buzzer. The players leaving the ice have to give way to the players of the new lines. Infractions result in a penalty call against the team of the player leaving the ice.

The goaltenders change every 8 minutes. In these line changes, goaltenders enter the ice first. During a normal line change, goaltenders are allowed to touch the puck. However, when the goaltenders change (shift 9, 25 and 39), touching the puck after the buzzer is not allowed for the leaving goaltender. An infraction results in a minor penalty.

An injured player may leave the ice prior the buzzer and can be replaced by a player of the same line or another player as indicated in chapter 3.4.

A player taking a double shift is not allowed to play the puck until another player from either team has touched the puck.

6.2 Face-offs

Face-offs only apply,

- at the beginning of a period
- if the puck is out of field of play
- after a major penalty
- if another extraordinary reason forces the game official to stop the game

Opening face-offs are conducted at the face-off dot. Players stand in their own end. All other face-offs can be conducted anywhere solely at the game officials' discretion. Players may stand anywhere during the faceoff, but with a minimum of two (2) meters from the players taking the face-off.

After a goal is scored, the goaltender gathers the puck and the play resumes as described in chapter 6.3.

6.3 Goaltender Freezing the Puck

If a goaltender freezes the puck, the game official blows the whistle. The attacking team has to retreat, meaning that all attacking players have to be in a motion, with reasonable effort, moving towards their own net. The goaltender has then immediately to release the puck and move it to a team member. The attacking players can forecheck,

- when a skater of the opponent is in possession of the puck.
- if the goaltender initiates a pass, allowing an interception.
- in case the goaltender is moving forward, stickhandling the puck.

If the goaltender is not putting enough reasonable effort to promptly put the puck back to play, a minor penalty is called.

6.4 Icing and Offside

There is no icing nor offside.

6.5 Penalties

Penalties as indicated in the IIHF Rule Book apply. As in women's ice hockey, body-checking is not allowed in the men's category either. For severe rule violations, major penalties apply as indicated in the IIHF Rule Book. The game officials do not have to specify the reason for the penalty (e.g. tripping).

In addition to the rules indicated in the IIHF Rule Book, a minor penalty is called if a player touches the puck after the buzzer indicating the line change.

Goaltenders may touch the puck during normal line changes. However, during the goaltender line changes (shift 9, 25 and 39), the same rules apply for the leaving goaltender as they do for the players.

A penalty is not assessed to a player but to the player's team. Minor penalties are not served directly after the rule violations occur. The penalized player stays on the ice and the play continues. The penalty is served in the next shift.

6.5.1 Minor Penalty

The duration of a minor penalty is the following shift and as such one minute. If a goal is scored by the team playing power-play, the penalty does not end.

The offending team shall not gain advantage out of a rule infraction. In case the penalized team gains immediate possession of the puck after the rule violation, the game officials blow the whistle and the game flow stops.

If the non-offending team keeps possession and control of the puck, the game officials does not stop the game, letting the non-offending team continue to play.

If a stoppage of game flow occurs, the puck is given to the non-offending team and the play resumes when the game officials gives the signal. The signal is given when the non-offending team has possession of the puck in their own half. All players of the offending team must be in their own half or in motion moving towards their own net.

A penalty is never be waived off, even if a goal is scored immediately after the rule infraction occurred.

6.5.2 Major Penalty

When a major penalty is called, the game flow stops immediately. The penalized player must leave the ice and go to the dressing room. The play continues with a face-off.

The duration of a major penalty is the remainder of the shift plus the three (3) following shifts. A major penalty results in the immediate expulsion of the player from the game. After the penalty has been served, the lines shall be rearranged according to chapter 3.4 above.

Major penalties are automatically evaluated by an ad-hoc Disciplinary Board appointed by the Chairman or Chairwoman. When deemed necessary, the IIHF Disciplinary Code will be applied, and the player suspended for one or more games.

6.5.3 Serving Penalties

If a minor penalty is called,

- the play may or may not continue without stoppage of the game flow.
- the penalty is served in the next shift by the next line.
- if a second (or more) penalty during the same shift is called against the same team, the first penalty is served in the next shift and the second (or more) will be served in the subsequent shift(s) after.
- the penalties are accumulated and served in the next possible shift. In case of more than one penalty is to be served in the last shift of the game, the end of game penalty scenario is to be followed (see chapter 6.5.4).

In the next shift following a penalty, the team with the penalized player can send only two (2) players on the ice. The rotation within the line must be taken into consideration (see chapter 6.1). The entire shift must be played with two (2) players, even if one or more goals are scored.

In case that both teams must serve a penalty in the same shift, the penalties are neutralized.

The following table illustrates example scenarios:

Shift	Line	Team Blue	Team Red	Situation
1	3	1 penalty called against	0 penalty	3-on-3
The penalty of Team Blue will be served in the next shift. Next shift: 2-on-3.				
2	2	0 penalty	0 penalty	2-on-3
No penalty called in this shift. Next shift: 3-on-3.				
3	1	1 penalty called against	1 penalty called against	3-on-3
One penalty each. Penalties are washed out. Next shift: 3-on-3.				
4	3	2 penalties called against.	1 penalty called against.	3-on-3.
One penalty each is washed out. Blue with 1 penalty to serve in the next shift. Next shift: 2-on-3				

5	2	1 penalty called against	0 penalty	2-on-3
The penalty of Blue will be served in the next shift. Next shift: 2-on-3.				
6	1	0 penalty	0 penalty	2-on-3
No penalty called in this shift. Next shift: 3-on-3.				
7	3	0 penalty	2 penalties	3-on-3
Two penalties against Red. Penalties to be served in the next two shifts. Next shift: 3-on-2.				
8	2	0 penalty	0 penalty	3-on-2
No penalty called in this shift. One remaining penalty from shift 7 against Red. Next shift: 3-on-2.				
9	1	0 penalty	0 penalty	3-on-2
No penalty occurred in this shift. Resulting situation for next shift: 3-on-3.				
10	3			3-on-3

6.5.4 Penalty Shot

There is penalty shot calls during the game. Penalty shots are only taken as part of the end of game penalty scenario (see chapter 6.5.5) or penalty shot shootout (see chapter 7).

Penalty shots are to be conducted as per IIHF Rule Book, except for the player starting from the opposite goal crease with the puck in possession. The goaltender of the shooting team shall wait in front of the player bench.

6.5.5 End of Game Penalty Scenario

For every remaining penalty that cannot be served in the last shift, the opposing team receives one (1) penalty shot. The penalty shots are taken at the end of the game. Penalty shots can be washed out in case both teams have penalties left to serve. The home team shoots first.

All minor penalties called in the last shift automatically result in one (1) penalty shot each for the opposing team. All major penalties in the last shift automatically result in three (3) penalty shots each for the opposing team.

Goaltenders must change after each penalty shot, unless one goaltender is injured or was expelled from the game.

Example: If in the second last shift (shift 47), Team Blue gets two (2) penalties called against, then one penalty can be served in the last shift (shift 48), resulting in a 2-on-3 situation. The other remaining penalty is converted into a penalty shot and taken at the end of the game. The penalty shots can be taken by any player of the team, allowing a player to take more than one penalty shot.

7 End of Game – Shootout

If the game is tied at the conclusion of the regular time or after the end of game penalty scenario, there will be a penalty-shot shootout. The shootout follows sudden-death format from the beginning and thus, allows one skater from each team to take a shot until a winner is determined. The home team shoots first.

The penalty shots cannot be taken by the same player until all other skaters have taken one. If all skaters have taken a penalty shot, the procedure starts from the beginning.

Goaltenders change after every penalty shot. The goaltenders not taking a shot wait in front of their respective player benches.

8 Resurfacing and Ice Service Team

The ice is resurfaced only between games. During intermissions, the ice service team cleans the ice with shovels and scrapes.

The ice service team is also in charge of repositioning the temporary rink boards in case they are dislocated during the game.

9 Coaching

Each team has a coach assigned by the IIHF to ensure that the games are operated in an orderly and fair fashion. During the games, including intermissions, only assigned Staff is allowed on the ice. This includes the NOC members volunteering as YOG IHO Team Managers or YOG IHO Equipment Managers.

There are no coaches' challenges and no time-outs.

10 Officiating

There are two game officials in each game with similar responsibilities. Because generally the game does not stop nor pause, they do not need to determine goal scorers or assists. In addition, they do not need to officially specify the rule infraction and assess the penalty to a specific player.

There is no video goal judge, no goal judge nor video review. The game officials have to decide in real time and indicate goal or no-goal.

11 Off-ice Officiating and Statistics

Each timekeeper bench is located opposite to the player benches with clear view on the game. As there is no stoppage of time and generally no stoppage of game flow, goals and penalties must be spotted, registered and processed on the fly. Paying respect to the rhythm of the game and the spirit of the YOG, only minimal statistics are collected.

12 Miscellaneous

Music is played throughout the games to make it more entertaining for the audience.

There are no usual ice hockey announcements following goals or penalties. However, there is an in-house MC commentating the games and entertaining the audience.