



2020 AGC Contractors & Camo 3 on 3 Tournament



Please take the necessary time to read and review the tournament rules. Games will be made up of one 20-minute period with a running clock.

The team designated as “home” will occupy the south side of the ice as a bench area (closest to the benches) and the team designated as “away” will occupy the north side of the rink as a bench area (closest to the locker rooms).

Remember, you are responsible for following these rules. Please read them thoroughly.

Tournament Info

- This tournament is run by the Challenge Alaska Hockey Association under the Subway Men’s League.
- All players must sign a Challenge Alaska waiver before playing in any aspect of the tournament.
- Games will be played small-area format (one end of the ice using hard ice dividers).
- Players must wear a helmet and other standard hockey gear. All players MUST be registered with USA Hockey in order to participate. If a sub is filling in, they must sign a waiver and the team captain must make the league directors aware that a sub will be filling in at least 30 minutes prior to the start of the game.
- Pucks will be provided for warm up and game play.
- Skills competition will be held at halfway point containing 3 events (shooting accuracy, fastest skater, and hardest shot) Space for each event is limited and will be filled on a first come first serve basis, pre-registration is encouraged.
- Other than the rules stated below USA Hockey Rules will be enforced.

Rule 1: Conduct

- A. A minor penalty will result in a penalty shot for the opposing team.
- B. Penalty shots will require all other skaters to be along the boards. The puck will be placed in the middle of the playing area between the goals to start the penalty shot. The goalie must remain within the goal crease area until the puck is touched. Goaltenders may not attempt penalty shots.
- C. A penalty shot must be taken by the player fouled unless the player is injured or otherwise unavailable.



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- D. A bench minor penalty will result in a penalty shot to be taken by any skater on the ice during the foul. Please note, this does NOT include players making a line change during a delayed penalty call.
- E. A minor penalty may be assessed for inappropriate language, out of the scope of play, directed toward a teammate, an opponent, and/or the referee or tournament staff.
- F. Any instance where a player receives three (3) penalties of any type in a single game will result in a game misconduct & tournament ejection.
- G. A game misconduct requires the player to exit the game permanently and carries a mandatory tournament ejection.
- H. A game ejection may be assessed by ANY staff, in an effort to prevent escalation. This penalty also requires the player to exit the game immediately and carries a mandatory tournament ejection.
- I. A major penalty will count for two (2) minor penalties for the purpose of RULE 1F.
- J. In the event of coincidental penalties, the penalized players will be required to sit on the on-ice bench until the first stoppage after two (2) minutes from the time play resumes.

Rule 2: Contact

- A. There is no body contact allowed! A minor penalty may be assessed if there is excessive contact during play. A major penalty may be assessed for a purposeful play for contact to the body.
- B. Fighting is not tolerated! Players involved in a fight will be assessed a game misconduct and ejected from the tournament.
- C. Any attempt to join an altercation from the ice or bench may result in a game misconduct & tournament ejection.



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Rule 3: Shooting

- A. When shooting, a player may backswing only until the blade of their stick is even with their knee (no slap shots allowed!). A minor penalty may be assessed for any shot where the blade angle is judged to be above the knee.
- B. Shots must be kept in control at all times. A warning or minor penalty may be given for shots judged to be dangerous. This includes reckless shots directly into a blocking opponent.
- C. Shots may not be taken from behind the goal-line.

Rule 4: Games

- A. Games will have one (1), twenty (20)-minute, running-time period.
- B. There will be two (2) minutes for warm-ups beginning when both goalies are on the ice or five (5) minutes after the posted game start-time, whichever is first.
- C. Games require each team to have a goaltender and three (3) skaters minimum to begin.
- D. A minor penalty may be assessed to a team who cannot comply with RULE 4C by the end of the warm-up period. A forfeit may be assessed if a team cannot comply with RULE 4C at all.
- E. The bench area will be the neutral ice area between the hard ice dividers and the red line (center ice). Teams must remain on their half of the ice during games. The team designated as “home” will occupy the north side of the ice as a bench area (closest to the traditional benches) and the team designated as “away” will occupy the south side of the rink as a bench area (closest to the locker rooms).
- F. Line changes may be made at any point during play. If a line change is made during a stoppage, the team in possession of the puck should allow the change to complete before restarting play.
- G. A bench minor penalty may be assessed for having more than three (3) players involved in the run of play at once.
- H. Restart penalties for offside and icing have been suspended due to the unique ice surface.
- I. To restart play, the puck must start from behind the defensive goal line. Both teams must be on their defensive side of the center red line. Play cannot resume until these conditions are met.
- J. A stoppage will be signaled if the puck travels outside the play area, touches the protective netting, or becomes otherwise unplayable.



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- K. If the puck travels out of play behind a goal-line, play will be resumed from the zone where the puck was deemed unplayable.
- L. If the puck travels out of play in between the goal-lines, the team who caused the puck to become unplayable will forfeit possession.

Rule 5: Shootouts

- A. Games may not end in a draw. Tied games will be decided by a three (3)-round penalty shootout. In the event of a drawn shootout, the remaining rounds are decisive.
- B. The HOME team may decide to shoot first.
- C. A single player, on either team, may not take additional penalty attempts, if necessary, until the team with fewer skaters has utilized all shooters.

Rule 6: Goaltenders

- A. Goaltenders may not be exchanged for skaters.
- B. Goaltenders may not carry the puck over center ice.
- C. A stoppage may be indicated if the goaltender closes his catching mitt on or covers the puck.
- D. A minor penalty may be given if a goaltender is judged to be overtly knocking the goal off its moorings.
- E. Goaltenders are exempt from RULE 7.
- F. Any successful attempt to cover or catch the puck will be deemed purposeful and will result in a stoppage. Any further play causing the puck to enter the net will be nullified.

Rule 7: Uniforms

- A. Teams are required to have hockey sweaters with a single (1), matching color.
- B. Substitute players are NOT exempt from RULE 7 in any way.
- C. Players not conforming to RULE 7 may be given a game ejection penalty.
- D. RULE 7C may be immediately disregarded if a suitable uniform is obtained.



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- E. In the event of two teams having similar uniform colors, the AWAY team will be required to change. RULE 7 still applies in this instance, however; player numbers may differ from the player's registered information. Please check-in with the scorekeeper in this instance.
- F. Teams may use scrimmage vests to differentiate uniform color. It is the team captain's responsibility to check with the rink/league staff to determine if vests are available and to organize a secondary uniform color.

For the purpose of ejections and suspensions, there are no refunds written, implied, or expressed!

Rule 8: Championship

Seeding for playoffs and tournaments will be based on the following unless otherwise noted:

- A. Points - the following point scale will be used to determine playoff seeding
 - i. three (3) points for a win in regulation
 - ii. two (2) points for a shootout win
 - iii. one (1) point for a shootout loss
 - iv. zero (0) points for a loss in regulation
- B. Goal Differential
- C. Goals Against
- D. Goals For
- E. Coin Toss

Playoff game will go to a 9 vs 9 shootout (all players of both teams except the goalie). If one team has less skaters than other, player number will be chosen at random to fill in the additional spots needed to make rosters size even and ensure both teams have equal number of shooters. If still tied at the end of the first round a second "sudden death" round will take place. Any player may shoot for their team in this second round without restriction until a winner is determined. During shootout Championship, teams will alternate who shoots first each shooter. Multiple goalies may be used for the shootout, if this is the case, both teams will have opportunities to shoot on same goalie equal amount of times.



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Rule 9: Skills Competition

Skills competition will consist of 3 events- shooting accuracy, fastest skater, hardest shot. There will be a separate division for Warriors and Contractors.

- A. **Shooting Accuracy** – There will be multiple targets placed in net for player to shoot at. Shooter and timer will start on whistle, shooter must hit all targets in net once to stop the time. A maximum of 45 seconds will be allocated per shooter, if shooter has not hit all targets by that time, their turn is finished. Shooter with fastest time to hit all targets will be declared the winner.
- B. **Fastest Skater** – Skater will start behind the Red center ice line; Skater will skate in a counter-clockwise direction for one lap. Time will begin on whistle and time will stop when leading edge of skate crosses the red center line. Skater with the fastest time after all skaters have finished will be declared the winner.
- C. **Hardest Shot** – Puck will be placed in dedicated area, approx. 30ft from the net. Skater must start behind the puck, may skate up to puck and will take slap shot on net to register it's speed. If puck misses the net the speed will not be counted. Each skater will be given two chances to register the hardest shot, the fastest of their two attempts will be recorded. At the end of the event shooter with the fastest registered shot will be declared the winner.

Tournament director has final say in all aspects of the game being played

****Please secure all personal belongings, we are not responsible for any lost or stolen items**