



SANTA'S SHOOTOUT

3 on 3 Challenge

Tournament Rules

RULES OF PLAY

1. All games will be ONE 40-minute running time slot. (45-minute ice times)
 - a. 2 min warm-up.
 - b. 2 x 20 minute periods.
 - i. Teams switch ends.
 - ii. 1 minute break in between periods.
2. All games will be played 3 on 3
 - a. Each team can have 3 skaters + 1 goalie on the ice.
 - i. Each team may also play with 4 skaters and no goalie at any point during the game.
3. Face-offs will occur only at the beginning of the game, in case of coincidental penalties, or if the puck leaves the ice surface.
4. When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate the 'zone' (behind the blueline). Once all the attackers have exited the 'zone', the players may attack to resume play immediately.
 - a. Attacking players may not challenge the opposition until they have all exited the 'zone'. Attacking prematurely may result in a penalty for the offending team (after their first warning).
5. There will be NO icing calls.
6. Off-sides WILL be called.
 - a. If an off-side occurs the offending team will surrender possession of the puck and retreat to the center red line before continuing play and/or attacking.
7. After any goal, the team, which has scored, must retreat to the 'center red line' and then can attack the team that was just scored on. **TEAMS THAT HAVE BEEN JUST SCORED ON MUST REGROUP QUICKLY AND BREAKOUT OF THEIR OWN ZONE BEFORE THE OPPOSING TEAM FORE-CHECKS.**
 - a. If the team that just scored does not have all skaters clear to the 'center red line' a penalty shot (after the team's first warning) will be awarded to the team who was just scored on.
8. There are NO time outs.
9. If a puck is deflected out of the rink, a face-off at center ice will take place.
10. ***INJURIES – The clock DOES NOT stop during injuries.***

SHIFT LENGTH

1. Player shifts will be 1 minute and 30 seconds in length.
 - a. A buzzer will run to signal the end of each shift.
2. Bench doors **MUST REMAIN CLOSED** until the sound of the buzzer. If for any reason the buzzer does not sound, the players must wait until it does. Failure to do so will result in a penalty shot.
3. Once the buzzer sounds, players must relinquish control of the puck immediately where it is and vacate the ice. The new players may enter onto the ice surface immediately and retrieve the LIVE puck.
4. Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely may result in a penalty for the offending team.

INJURIES – The clock DOES NOT stop during injuries.

PENALTIES

1. All penalties will result in a penalty shot (or breakaway) situation for the offended player. The referee will place the puck on the centre face-off spot and the remaining players will line up, on the blueline behind the player taking the penalty shot and the defending team may 'chase' the attacking player.
 - a. If the offended player is injured and unable to perform the breakaway, the coach will assign one (1) player from the ice to replace that player.
2. There will be no rebounds allowed during a penalty shot. Whether a goal is scored or not, the player who made the shot shall clear the 'zone' before his team can fore-check.
3. Coincidental penalties shall result in a face-off at centre ice.
4. Any player having been assessed **THREE (3)** minor penalties in the same game will be automatically ejected from that particular game.
5. Any hit from behind will result in the player being ejected from the game.
6. When a penalty is called, the clock will **NOT** stop.
7. If the shift buzzer sounds during a penalty breakaway situation, the buzzer will be held (or should be disregarded if set automatically) and the players will be allowed to finish the penalty shot, but must vacate the ice immediately after the save or goal.

COACHES and TEAM VOLUNTEERS

1. Up to THREE (3) volunteer coaches may be on the bench during a game.
2. Coaches are required to make every effort to ensure 'fair' ice time for all 3 on 3 participants.
3. Each team is required to assign ONE parent to be the scorekeeper or timekeeper for each game.

FLOODS

Floods will occur after every 2nd game. Team MUST be ready to go 5 minutes before their scheduled ice time.

END OF GAME

A customary handshake will take place at the end of each game.

POINTS

1. Points will be earned by this format
 - a. 5 points for a win by 2 or more goals
 - b. 4 points for a win by 1 goal
 - c. 3 points for a tie
 - d. 2 points for a loss by 1 goal
 - e. 1 points for a loss by 2 goals
 - f. 0 points for a loss by 3 or more goals
2. Games are to remain as ties during round robin.
3. A tie in total points after round robin play will be decided as follows:
 - a. Head to Head
 - b. Goal differential (max 7)
 - c. Goals against

SEMI & FINAL GAMES ONLY

1. Shoot out - 3 shooters will be picked and if still tied, shooters will be selected one by one until one team outscores the other. All players must have a turn before any player is chosen again for the shootout

SANTA SHOOTOUT

1. In order for each TEAM to be eligible to participate in the SANTA SHOOTOUT each must adhere to the following donation criteria:



- a. **Each Player** – 3 non-perishable food items for donation to the local food bank.
 - i. Total of 30 non-perishable food items.
- b. **Each Team** – \$50 donation (cash/gift cards) for to the local food bank.
 - i. Roughly amounts to \$5 per player (depending upon the team).

NOTE: All items donated (cash, gift cards and/or food items) will be donated to the local Calgary Inter-Faith Food Bank at the conclusion of the tournament.

2. Each team will be allowed 4 skaters to participate in the Santa Shootout.
 - a. Each skater will receive 3 chances or pucks to score on Santa.
 - b. Three pucks will be placed on the blueline. The skater will start at center ice for the first puck and race to the blueline for subsequent additional pucks.
 - c. There will be NO rebounds allowed during the shootout.
3. Each goal scored during the Santa Shootout will count towards each teams total points during the Round Robin.
 - a. Each goal will be worth an additional ½ point
4. Team Coaches will decide who gets participates within the Santa Shootout
 - a. Coaches will also decide the order in which they want their players to shoot in.
 - b. Coaches will inform the registration desk by 12:00noon on Saturday their players for the Santa Shootout.
5. Each team's players will shoot in order and continuously.
6. Team's are NOT required to participate in the Santa Shootout.

SUGGESTION: Teams can create their own competition to see what player brings in the most non-perishable food items and/or cash/gift cards for donations. These players would then be selected for the Santa Shootout.