



SYNERGY HOCKEY TRAINING CENTRE
Youth Spring Break - 3 on 3 Tournament
March 21, 2022 to March 24, 2022

SECTION A - Rosters / Teams / Divisions / Age Categories and Restrictions

A1. Teams will consist of:

- A minimum of 7 players (goalies are considered players)
- A maximum of 10 players – including goalies
- A maximum of two (2) bench personnel in all age groups
- All bench personnel must be 18 years of age or older

A2. Players may play for only one (1) team during a tournament weekend.

- U7/U9 - Born in 2012 and earlier
- U11/U13 - Born 2009 to 2012
- U15/U18 - Born 2008 to 2004

A3. Open Division

Teams in the open division may consist of a maximum of two (2) carded members of an "AAA" team and maximum of two (2) carded members of an "AA" team during the most recent hockey season, goaltenders included. There will be no limit to the number of carded lower-level players in the same Division. This is governed on an honor system. Any team found with more than the allowed carded players above will be expelled from the tournament with no refund.

- Maximum of 4 Teams per Open Division
- Teams registered will be on a first come first paid basis
- If more players are interested, players will be placed onto existing teams

A4. Cancellation

If an insufficient number of teams are registered (under 4) for any age group or division, tournament officials may cancel that specific division. Refunds will be provided.

A5. Roster changes

Roster changes / additions / deletions can be made up until the team's first scheduled game of the tournament. Players listed on the initial game sheet will be considered the "official team roster" for the remainder of the tournament. Changes to rosters will not be allowed for the remainder of the tournament.

SECTION B – Tournament Pre-Game Rules and Equipment Requirements

- Each player is to bring a light and dark colored jersey
- There are two dressing rooms.
- Full equipment is required to be worn by ALL male and female participants in the tournament (shoulder pads not required)
- Teams are to show up to the rink, 20 min prior to scheduled ice time
- Synergy will do their best to ensure that we start all games on time however, some games may start earlier or later than scheduled.

SECTION C – GAME RULES

C1 – Game information

- Games consist of two (2) 20-minute periods – straight running time.
- 10 minute warm up
- There will be NO BODY CHECKING at any level.
- Slap shots are not allowed.
- The only face-offs will be at the start of each period. If the puck leaves the playing surface, play will commence with the team that did not cause the puck to go out being awarded possession in the neutral zone or their own end, whichever applies.
- There will be NO ICING or OFFSIDE called.
- No stick or equipment measurements will be allowed.

C2. Stop of Play

When play is stopped due to the goalie controlling the puck, or goal scored, a whistle will signal the attacking players to vacate the zone. Once an attacker has exited the zone, the player may re-enter to resume play immediately. Attacking prematurely may result in a penalty for the offending team. When a goal is scored all players must tag up and all be out of the zone together before attacking.

C2. MAXIMUM 7-GOAL DIFFERENTIAL

At no time during a game will the scoreboard display more than a seven (7) goal spread. The 7-goal differential will also be used on tournament standing boards and in tournament statistics. Score sheets (game sheets) will continue to count the actual score for recording purposes only. Upon completion of the round-robin portion of the tournament, team goal-averages will be calculated using the 7-goal differential score only.

C9. PENALTIES / PENALTY SHOTS

For any penalty or infraction, time will NOT be served. Penalties will result in one GUARANTEED (1) penalty shot per infraction for the opposing team. For each infraction after 5 penalties, the opposing team will receive two (2) penalty shots per penalty. All penalty shots will be taken at the end of the game.

C10. PENALTY INFRACTION

When a penalty or infraction occurs, the game official (referee) will signal the timekeeper and point to the offending team's bench. All penalties will be "whistled" immediately (no delays) except in a direct scoring opportunity for the non-penalized team. The offending player must immediately go directly to their team bench. As the offending player reaches the bench, he/she will be replaced with another team-mate on the ice. The puck will then be turned over by the non-offending team in their defensive or neutral zone (whichever is nearest to where play was stopped) and game play will resume.

C11. FOR PENALTY SHOTS

Players will shoot in the order that they are listed on the game sheet at the end of regulation time. Teams will take all their penalty shots consecutively. The team with fewer goals at the end of regulation time will shoot all their penalty shots first – regardless of the score differential. If the score is tied at the end of regulation time, the visiting team will shoot first. Penalty shots will only then be taken by the "winning" team until the 7-goal maximum is reached.

C12. FOREFIT

The score of 2-0 will be awarded to the winning team in the event of a forfeit.

C14. PROFANITY

Absolutely NO PROFANITY or abuse of officials will be tolerated. Contravention of this rule will result in expulsion from the tournament.

C15. EJECT OF PLAYERS

The 3 on 3 committee and tournament officials reserve the right to eject any player or team from the tournament resulting from unsportsmanlike play. Anyone who is assessed a major or misconduct penalty, will be expelled for the balance of the tournament.

SECTION D - Standings

D1. Tie games will remain ties in the round robin games

D2. Points will be awarded to team on basis of:

- Two (2) per win
- One (1) per tie

- Zero (0) for a loss

D3. Any ties in the standings at the end of round robin play will be broken as follows:

- Number of wins
- Head-to-head
- Goals average (total goals for) divided by (total goals for + total goals against), including all penalty
- shots
- Fewest penalties overall
- Coin toss

D4. Penalty shots will not be taken following elimination play-off games if the game outcome cannot be affected.

D5. During playoff games, penalty shots will be used to break ties. Teams will alternate taking penalty shots, one per team, until the game is decided. The shooting order will continue after all game awarded penalty shots are taken (if necessary). The next listed player after the last penalty shooter will shoot and continue to rotate through the order.

SECTION E – Protests

E1. Any protests must be submitted in writing within one (1) hour of competition of the game being protested. A deposit of \$100.00 must accompany each protest. It will be returned if the protest is upheld and forfeited if the protest is denied. The Tournament Committee's decisions are final and binding.

E2. Referee's calls are not subject to protests.

E3. The tournament committee reserves the right to accept or reject any or all entries; to make decisions regarding placement of teams and objections or protests involving any conduct in the tournament; and as such all decisions shall be final.

SECTION F – Refunds

- A full refund of team registration fees will be given only if the tournament or the division selected is cancelled.
- NO refund - After the official registration deadline
- NO refund - Due to defaulted, cancelled, or rescheduled games.
- NO refund - Due to injuries
- NO refund - When teams or individuals are suspended or ejected from the tournament
- The tournament committee reserves the right to evaluate, accept or reject any or all requests for Registration
- Refunds, and as such all decisions shall be final.
- Requests for refund of your team registration fees due to team withdrawal must be submitted in writing to

