

# TOURNAMENT RULES



All Players must sign the waiver and hand it in at the registration table 45 minutes before their first game. Players under the age of 18 must have the waiver signed by a parent or guardian. Waivers are available at [sarnia3on3.com](http://sarnia3on3.com).

## **PLAYER REQUIREMENTS:**

- All players must wear protective eyewear and running shoes. Protective eyewear includes: Helmet with full cage, plastic sunglasses with plastic lenses, prescription eyewear, safety glasses or goggles.
- Helmets with cages are not required for players, but recommended for younger players. It's the parent or guardians decision.

## **GOALIE REQUIREMENTS:**

- Each team must have a designated goalie. Changing of goaltenders during the game is not permitted (unless due to injury). Mandatory equipment includes: running shoes, a helmet with a full cage, goalie or player stick, pads and trap-per (baseball glove is also fine). All other equipment is optional.

## **TEAM REQUIREMENTS:**

- Teams must all have matching jersey's, t-shirts, tank tops or pinnies.
- All players must register and hand in a signed waiver form at least 45 minutes before the first game. No waiver form, no play.
- Teams can have 5—7 members. One player must be the goalie. A goalie and 3 players are allowed on the playing surface during play.
- Co-ed teams are permitted. If there are not enough co-ed teams for a division, co-ed teams will be placed in a men's division.
- A player may only register to play with one team.
- Teams will be scheduled to play a minimum of 3 games and a maximum of 4.

## **WARM UPS:**

- The tournament will try to offer teams a 5 minute warm up on their court before each game. Should the previous game run long, teams may need to warm up outside the court. **Teams must bring their own street hockey balls for warmups.** The tournament will not provide balls for warm ups. No Tennis Balls or Foam/Rubber/Plastic Pucks.

## **GAMES:**

- All games are 20-minutes in duration (running time). A face-off at center starts the game. There are no other stop-pages in play unless due to injury.
- All player substitutions are done on the fly. One teams bench will be on the north side of the fence and the other on the south side.
- No changing of goalie during the game unless due to injury.
- Each playing surface will have a referee who has full authority on governing the game.
- If a team is late for the start of the game or does not show up, the other team receives one goal every 5 minutes with one goal added at the start of the game. A team not showing up will result in a 5-0 lose.

### **GAMES Continued:**

- If a ball enters the court from another game, the game does not stop (unless the ball is in the way or interferes with the goalie). The closest player or referee will remove the ball from the court.
- When a goal is scored, the team scored upon is given center until one of the players of the offensive team has crossed center. Taking too long to cross the center line could result in a delay of game penalty.
- If a game is tied after regulation (and any ensuing penalty shots) game will be decided by a shoot-out. When one team scores and one team misses, the game is over. Teams must create a shooting order. If no team has scored, and all players have taken a turn, the same order must start again.
- After the round robin, if teams are tied in the standings, the tie breaker will be goals scored during the round robin. If a tie remains, the tie breaker will be the team with the least amount of goals scored against them. If a tie still remains, the team with the least amount of penalties will advance. If a tie still remains, each team captain will play a game of Rock, Paper, Scissors.

### **PENALTIES & INFRACTIONS:**

- Only the designated captain of each team may approach the referee on a ruling. Time will not stop during this process and the referee may call a delay of game.
- The referee will determine if the infraction is Minor or Major.
- Minor penalties during the game result in the non-offending team being awarded a penalty shot at the end of the game. (Tripping, interference, delay of game, holding, hooking, high stick, roughing, cross-check, etc).
- Major penalties result in the offending player's ejection from the game and the non-offending team being awarded a penalty shot at the end of the game. (Intent to cause harm or injury).
- There is ZERO TOLARANCE for fighting (during the game or after). The result is an automatic ejection of the team from the tournament. No refunds.
- Any ball knocked down by a stick above the players waist is a dead ball and the non-offending team gets possession.
- Verbal abuse toward the referee, opposing team, spectators or any persons involved with the Sarnia 3 on 3 Street Hockey Challenge will result in immediate ejection of that player from the tournament.
- This is an alcohol free event. Any player that is under the influence or possessing drugs or alcohol within the Sarnia 3 on 3 Street Hockey boundaries will be ejected from the tournament.
- The tournament officials reserve the right to eject anyone - player or spectator- for any questionable conduct.

### **OTHER ITEMS:**

- This tournament will take place rain or shine. Only the presents of lightning will stop play. Tournament officials will make the call.
- Medial services will be onsite.
- Canopy tents are welcomed and encouraged, however all canopy's must be set up above 7 feet in height as not to block the view of spectators.
- Players, friends and family are encouraged to make a day of the tournament. Enjoy the beach, park and animal farm. Bring a picnic, go for a swim, cheer on other teams.
- All players will receive a BBQ lunch. The Rotary Club of Sarnia will have a BBQ pit set up additional food and beverage purchases.