



## WHERE ATHLETES TRAIN

**RHP TRAINING CENTRE**  
1351 KELLY LAKE ROAD  
SUDBURY, ONTARIO P3E 5P5  
**OFFICE:** 705-523-9427  
**TOLL FREE:** 1-888-330-8873  
**FAX:** 705-523-2534  
INFO@RHPTRAINING.COM

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## 2019 RULES AND REGULATIONS

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### Rules Applying to all Divisions

- This League stresses good sportsmanship and lots of fun. All participants/clients/guests are expected to adhere to the RHP Codes of Conduct. Anyone who is assessed a major or misconduct penalty for abuse of officials will be expelled for the duration of the League.
- The League will be divided into Rep/Select and Rec/House League divisions: (numbers permitting)
  - Tyke
  - Novice
  - Atom
  - Peewee
  - Bantam
  - Midget
- **Competitive Divisions**
  - MAXIMUM of 3 Carded AAA Players Allowed (Even if they are playing up it still counts as AAA).
  - MAXIMUM OF 9 players and 1 goalie.
  - MINIMUM OF 5 players and 1 goalie.
- **Recreational Divisions**
  - NO REP PLAYERS ALLOWED!!! (Even if they play single A or up a level, they are still not allowed).
  - MAXIMUM OF 9 players and 1 goalie.
  - MINIMUM OF 5 players and 1 goalie.
- **OPEN Divisions**
  - MAXIMUM of 5 Carded AAA Players Allowed (Even if they are playing up it still counts as AAA).
  - MAXIMUM OF 9 players and 1 goalie.
  - MINIMUM OF 5 players and 1 goalie.
- **Houseleague / Playground Player Information**
  - Can play recreational or competitive.
  - Cannot play down an age group.
- **Girl Players information**
  - A full team of girls must at least play in the category they did in the winter season this past year.
  - A girl who plays on a team with at least 1 boy must follow the same rules as the boys as far as category they can play in.
- Players may play for only 1 (one) registered team per division, you may not pick up extra players for any reason, at any time.
- Personnel / coaches on bench must sign waiver before standing on the bench:
  - Tyke and Novice are allowed 3 coaches on the bench.
  - Atom, Peewee, Bantam and Midget are allowed 2 coaches on the bench.
  - Peewee, Bantam and Midget need at least one coach with speak out (proof needed).

- Goalies are considered players.
  - Goalies can only be substituted when injured or absent.
  - Goalies can play out as player, if a player from your roster is in net.
- If a division is not full at the time of the League, the decision to offer it will be up to the discretion of the RHP 3-on-3 Spring League committee.
- The League Committee reserves the right to accept or reject any or all entries.
- **All decisions pertaining to placement of teams, and objections or protests involving any conduct in the League are final.**

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## Jerseys

- Teams are to supply their own matching jerseys.
- Teams to provide colours of jerseys with application.
- If a color conflict occurs, RHP will provide jerseys/pinnies.
- If pinnies are required, they will be worn by the guest team

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## Game Sheets

- **MUST** be filled out 15 minutes prior to game time, failure to do so will result in a penalty being given to the team who did not have the game sheet filled out.
- Coaches/managers will be required to submit a shootout order (on game sheet) before game.
- RHP recommends alternating players shoot out order so as to give everyone the opportunity to take penalty shots.
- Game sheets not submitted in time will have players randomly listed by an RHP representative.
- Must be signed to confirm roster and score at the end of the game.
- A sticker template, for game sheets, will be provided and **MUST** be used and be printed by coaches each game.
- These stickers will be verified before each game.

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## General Game Rules

- Games consist of one 10 min straight time period:
  - Teams will play 3 games each night against the same team (3 ten minute games).
- Each team is given a two 2 minute warm up, at the beginning of the first game:
  - If a team is late after warm up they will be given a penalty against and the clock will start.
  - Every minute the team is late a penalty against will go up on the board.
  - When the late team arrives, the clock will continue to run and the play will begin at which ever time shows on the clock.
- **Flooding will occur after every second game.**
- **THERE IS NO BODY CHECKING ALLOWED.**
- Slap shots are allowed.
- No stick or equipment measurements will be allowed.
- **CSA** approved equipment **MUST** be worn at all times.
- **Mouth** and **neck guards** are **mandatory**.
- Goal differentials larger than 7 (seven) will not be displayed on the score board.
- Game score and penalties will be recorded on the game sheet.
- Tied games, after regulation time and penalty shots taken, will remain and be recorded as a tie in the round robin.
- A replacement player or goalie can only be used if 3 or less players from your roster can play.
- **NEW!** All teams have access to pinnies, however, pinnies will be required to be signed out by a team rep. The team rep will be required to leave his/her vehicle keys or ID when signing the pinnies out. Once the same number of pinnies are returned the team rep will be given back their keys or ID.

- NEW! Coaches or Managers are **NOT** permitted to wear open toe shoes while on the bench.

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#### Rules of Play:

- Face-offs will be at the beginning of each game.
- If the puck leaves the playing surface, play will be awarded to the unoffending team.
- Possession will be awarded in either the neutral zone or their own end, whichever applies.
- Icing will not be called. The center line is not in use, meaning two line offside passes will not be called.
- The referee will blow the whistle when:
  - a goal is scored
  - the goalie freezes the puck
  - an offside at the blue line has occurred
  - the puck goes out of play
- The referee will yell out to "clear the zone". The formerly attacking team must drop/release the puck and clear the zone, including the blue line:
  - The formerly attacking team CANNOT touch the puck while exiting the zone.
  - Once all players have cleared the zone, the formerly attacking team may re-enter the zone.
- Failure to do so may result in the assessment of a delay-of-game or interference penalty.

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#### Penalties and Penalty Shots

##### A) Penalties:

- Infractions are assessed as penalty shots.
- When an infraction occurs the referee will raise his arm and call the penalty.
- The player causing the infraction must head immediately to his/her bench and be replaced by a team mate, the player receiving the penalty must stay off the ice for at least 45 seconds.
- When a penalty has been assessed and recorded by the timekeeper, the puck will be turned over to the non-offending team in their defensive or neutral zone (whichever is nearest to where the play was stopped) and the game play will resume.
- The game official will indicate to the timekeeper the team and players number that has been assessed the penalty.
- Penalties will result in one (1) penalty shot for each infraction for the opposing team.
- PLAYERS WILL BE EJECTED FROM THE GAME IF THEY RECEIVE 3 PENALTIES (These penalties will be accumulated over the 30 minutes of play).
- Automatic ejections for hitting, fighting, or negative behaviour towards officials, coaches, or other players will result in the offending team receiving three penalties.

##### B) Penalty Shots:

- Players will shoot in the order indicated on the game sheet at the end of each games regulation time.
- Teams will take all of their penalty shots consecutively.
- The team with fewer goals at the end of regulation time will shoot their penalty shots first.
- If the score is tied at the end of regulation time, the visiting team will shoot first.

##### C) Rounding Off Penalty Shots:

In an attempt to minimize game delays and encourage fair play, penalty shots will be Rounded Off to the nearest number on any games where both teams have in excess of five penalty shots each.

#### Example #1

Team A assessed 4 penalties - Awarded 3 penalty shots  
Team B assessed 3 penalties - Awarded 4 penalty shots

**Example #2**

Team A assessed 7 penalties - Awarded 0 penalty shots

Team B assessed 5 penalties - Awarded 2 penalty shots

**Example #3**

Team A assessed 12 penalties - Awarded 1 penalty shots

Team B assessed 6 penalties - Awarded 7 penalty shots

**Penalty shots will be used at the end of regulation for the purposes of changing the outcome of the game. Penalty shots will not be used for the purposes of determining goal differentials.**

**Penalty Shot Details:**

When the number of penalty shots awarded to the losing team cannot change the outcome of the game. The game will be considered over and the score recorded at the end of regulation will be the regulation score.

When the losing team has an opportunity to tie a game with the total number of penalty shots awarded, the losing team will take the number of awarded penalty shots necessary to tie the game. If any player should miss on a penalty shot and the game outcome can no longer change, the game will be considered over and the score is recorded.

**Example:** Team A loses at the end of regulation 10 – 0

Team A has been awarded 10 penalty shots

Team A will take the awarded penalty shots until the first player misses.

Team A player takes the fifth penalty shot after the first 4 players have scored. Player 5 misses, the outcome of the game can no longer change.

Game Over.

The final score is recorded. 10 - 4

**Example:** Team B is winning after taking their penalty shots.

Score is now 5 to 4.

Team A has been awarded 10 penalty shot

Team A first player scores on the penalty

shot - score is now 5 to 5

Team A second player scores on the penalty

shot – score is now 6 to 5

Game Over Recorded Score 6 to 5 Team A

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**Standings and Tie-Breakers**

- Points will be awarded to teams on the basis of: 2 (two) points awarded for a win, 1 (one) point awarded to each team for a tie. No points awarded for losses (for a possible 6 points/3 games).
- During playoff games, penalty shots will be used to break ties if needed at the end of the full three 10 minute games. Teams will alternate taking penalty shots one per team, until the game has been decided.
- The shooting order will continue after all game awarded penalty shots are taken (if necessary).
- The next listed player after the last penalty will shoot and rotation will continue through the order indicated on the game sheet.

- Standings of teams tied with equal points at the end of Round Robin will be determined as follows:
  - 1) Number of wins.
  - 2) Head to-head results (will not apply if more than 2 teams are involved).
  - 3) Goals average (total goals for) divided by (total goals for + total goals against).
  - 4) Fewest penalties overall.
  - 5) Coin Toss.

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#### Rescheduling Games

- Rescheduling times are extremely limited and may not accommodate every teams request.
- Before rescheduling we recommend that you attempt to switch game times with other teams in your division/league.
- Both teams must agree to rescheduling the game and this must be confirmed through emails sent to [3on3@rhptraining.com](mailto:3on3@rhptraining.com) at least 48 hours prior to scheduled game time.
- A rescheduling fee of \$50.00 + HST must be paid before the rescheduled game is booked.
- Games can't be rescheduled or cancelled less than 48 hours prior to puck drop.

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#### Protests

- **Referee calls are not subject to protests.**
- Appeals are allowed but there is a \$50 + HST appeal fee that is charged to the team that initiates the appeal. If the team that makes the appeal wins the appeal they are refunded the \$50 + HST and the team that loses the appeal will be charged \$50 + HST. If the team is caught breaking the rules, they will be automatically be charged a loss for any game the rule was broken.
- All appeals must be made in writing no longer than 1 hour after the game is completed.
- Team contact, coach OR manager must have a credit card kept on file so that fines and fees may be applied and refunded. If fine or fee is not paid before next game, the team will not be allowed on the ice!!