



**MOHA SUMMER
YOUTH HOCKEY LEAGUE
2019
3 ON 3 RULES AND REGULATIONS**

1. All CHA rules apply to 3 on 3 unless otherwise listed below.
2. All divisions are non-contact.
3. Each team will generally consist of 9 skaters and a goalie unless it is a team entry where more players are permitted or an exception has been made for more players.
4. If a team is shorthanded (less than 9 skaters or missing a goalie), substitutes from the same 3 on 3 division or a younger age group in the 3 on 3 division on the **same night** are permitted but must be declared on the game sheet. If a team is carrying spare player(s), they must be registered with the league by completion of a registration form and their names must appear on the game sheet when playing. In any event, substitutes can not increase the number of players above the 9 skater level unless teams have declared more players on their normal roster.

With **advance** permission of the league, a substitute(s) from another night may be permitted. Again, the correct player name(s) must be declared on the game sheet.

ALL PLAYERS PLAYING IN THE LEAGUE MUST BE REGISTERED AND HAVE SIGNED THE REGISTRATION FORM. ANY VIOLATION OF THIS RULE WILL RESULT IN A DISCIPLINARY REVIEW OF COACHES AND PLAYERS INVOLVED.

5. Any substitute players on team entries **must play at least 3 regular season games** to play the in final two weeks which are playoff games. In the event a team is missing a regular goalie for any game, the league may place or permit a substitute goalie on that team regardless of the above.
6. All games will be three 15 minute running time periods. There will be a face off only at the beginning of each period.
7. All divisions will have line changes at 75 second intervals on a buzzer. This amounts to 12 shifts per period. **When the buzzer sounds, players must stop playing the puck immediately and proceed directly to the bench. The fresh line can leave the bench immediately but the players proceeding to the bench can not intentionally play the puck or interfere with an opponent to prevent them from gaining possession of the puck.** An infraction of this rule will result in the other team getting possession of the puck. Goalkeepers are not permitted to play the puck during line changes until the first skater from their team has left the players' bench. Goalkeepers can not come out to play the puck beyond the top of the face off circle.
8. There will be no icing and no two line (off side) passes.

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9. Offsides at the attacking blue line will be called. The team not causing the offside will be given possession of the puck. The team causing the offside will be required to back up a minimum of 15 feet from the puck.
10. When the goalkeeper freezes the puck, the attacking team will be required to back up beyond the hash marks until the puck is played by one of the defending players..
11. Change of possession because of the puck going out of play requires the defensive team to back up a minimum of 15 feet for the puck to be brought back into play.
12. Change of possession because of a goal being scored requires the scoring team to clear the attacking blue line until the puck is cleared from the goalie to a another defending player. If the scoring team intentionally touches the puck before clearing the blue line, a penalty shot will be awarded. The team scored upon has 10 seconds to start play by having one of their players play the puck otherwise a penalty will be called or the scoring team can attack the puck without penalty.
13. Penalties - All penalties will result in a penalty shot
 - a. The clock will not stop for penalties
 - b. If the buzzer sounds for a line change before the players are lined up to take a penalty shot, the shot will be taken by the first player off the bench on the line change
 - c. The player taking the shot will line up at the center face off spot
 - d. All other players must be behind the blue line opposite to where the shot will take place
 - e. All players must be fully stopped and the referee will blow the whistle to begin the play.
 - f. **The players lined up on the blue line can not pursue the player taking the penalty shot until the player has crossed the attacking blue line.**
 - g. If the penalty shot is missed play will continue as usual
 - h. If a goal is scored, attacking players must clear the zone as noted in # 12 above.

Referees have the authority and direction to assess game misconduct or game ejection penalties for persistent infractions, unsportsmanlike conduct, serious body contact, roughing, fighting and total disregard of the rules.

14. If a player is ejected from a game or receives a Major or Match Penalty, the player must either leave the arena immediately after changing or remain in the dressing room for the remainder of the game. Failure to comply with this rule will result in further disciplinary action against the player, including possible expulsion from the league.
15. **SUPPLEMENTARY DISCIPLINE.** In addition to suspensions imposed under these rules or the CHA Rules, the **MOHA SUMMER YOUTH HOCKEY LEAGUE** may, at it's discretion, investigate any incident that occurs in connection with any game and may assess additional suspensions during or after a game whether or not such an offense has been called by the referee. It must be noted that these Rules and those contained in the CHA Rule Book spell out the **MINIMUM** sanction or penalty that a player will serve. A player's additional suspension and/or even expulsion from the league could result after the league completes their investigation of an incident. **THERE WILL BE NO REFUNDS TO PLAYERS EXPELLED FROM THE LEAGUE.**

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16. The League reserves the right to stop play and terminate a game at any time if there is reason to believe that the safety of the participant's is in danger.
17. There are no time-outs in the regular season. One 30 second time-out per game is allowed in playoffs (last two weeks).
18. Only two goals per player per period will be counted on the clock and in standings. The score clock will not show a difference of more than 5 goals although goals will be recorded. The maximum difference in goals for any one game recorded in the standings will be 10.
19. If at any time during the second or third periods, a team is behind the opponent by a five goal differential, that team will be allowed to have a 4th skater on the ice for all shifts until the differential is 5 or less goals. A shift started with 4th skater will continue until the next buzzer.

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