

# Mississippi Mud Monsters

## U9 Girls | 3 vs 3 | Spring Hockey

### Rules of Play

- **Equipment**
  - All players must adhere to OWHA equipment requirements, which includes a neck guard
  - On-ice volunteers to wear CSA approved helmet, skates, gloves, etc and need a whistle (*supplied*)
  - Supplied pinnies (blue / gold) will be worn over supplied jerseys to distinguish between teams ( 2 jersey-only / 1 blue / 1 gold )
  - Pinnies will be returned on a daily basis and laundered between games by program coordinator
- **Teams**
  - We will aim to have 4 teams of 6 at a minimum, there may be occasions where we have less players per team and skaters may double-shift.
  - Alternatively, if on a given day there are limited attendees we will switch to  $\frac{3}{4}$  ice and play 4 on 4.
  - When we don't have a goalie, shooter tutors will be used in place
- **Games**
  - There will be 2 games played per day, 18 - 21 mins per game with no periods or end changes
  - Teams will rotate and play a different team from game 1 to game 2
- **Playing Surface**
  - The game is played on a cross-ice rink surface, partitioned into two playing surfaces using pads.
  - Each playing surface should be free of any obstacles or hazards.
- **Puck Handling**
  - Players must use hockey sticks to handle and shoot the puck.
  - Stickhandling is a part of the game, but excessive puck possession (hogging) should be discouraged.
- **Scoring / Shots on Net**
  - Where a shooter tutor is used in place of a goalie, shooting is encouraged into the open holes in the shooter tutor instead of simply skating the puck as close as possible to shoot into the designated holes.
  - Goals are scored by shooting the puck into the opposing team's net or designated holes in the shooter tutor.
  - If a shot is made on the shooter tutor and does not go through the designated holes but the puck stays within the crease, this is considered a goalie save and the puck is frozen. The on-ice volunteer will blow the whistle to signal to the attacking team to retreat to mid-ice
  - If a shot is made on the shooter tutor and rebounds outside of the crease, play may continue
  - When a goal is scored or the puck is frozen by the goalie or shooter tutor, the on-ice volunteer will blow the whistle and attacking players must retreat to mid-ice to allow the opposing team to resume play without interference.
  - The retreating team may cross mid-ice to resume play once the offensive team obtains possession of the puck.

- Score of the game will not be kept
- **Offsides**
  - There are no offsides in 3 vs 3 hockey.
  - Players may freely move around their designated playing surface.
- **Icing**
  - Icing rules may be modified or relaxed to encourage continuous play and skill development.
- **Checking**
  - Body checking is strictly prohibited in youth 3 vs 3 hockey.
- **Penalties**
  - Minor penalties may be called for infractions such as tripping, hooking, or slashing.
  - On-ice volunteers will assist with enforcing penalties and resolving disputes.
  - Penalties will result in a warning and continued play unless repeat offenses occur, in this case the player may be asked to be replaced with another player until the next shift change
- **Sportsmanship**
  - Respect for opponents, teammates, and volunteers is paramount.
  - Disputes should be resolved amicably and with respect for fair play.
  - Please contact the program coordinator if you have any concerns
- **Shift Changes**
  - Shift changes will be signaled by a buzzer set to sound every 90 seconds
  - Players must not shoot the puck when the shift change buzzer sounds to enable their team to obtain a better position when the new players come onto the ice.
  - Bench volunteers will operate the doors to the bench for players upon shift changes.
  - There will be 2 volunteers on each bench as there are 4 doors to operate
- **Fun and Fair Play**
  - The primary goal of 3 vs 3 youth hockey is to have fun and develop skills.
  - On-ice volunteers should ensure fair play and positive experiences for all players.

**Note:**

1. Rules may be modified to improve player experience or safety
2. Skaters may be reorganized after every game to provide them with the diverse experiences necessary for their development. This may involve placing skaters in environments offering more time and space for decision-making, or conversely, exposing them to added pressure and an increased pace of play. Our aim is to tailor these arrangements to each skater's growth and skill progression, ensuring they receive the support and challenges needed to flourish on the ice.
3. The primary focus of our program is ensuring that children have fun and learn from their hockey experience. It's essential to emphasize that no one holds a paid position within our program. Our on-ice volunteers, bench helpers, and scoreboard operators are all dedicated individuals contributing

to the positive experience of our players. Their voluntary efforts are invaluable in creating a supportive and enjoyable environment where children can grow and thrive through the sport of hockey.

