

2016 Total Hockey Minnesota Pan-O-Prog 3v3 Rules

GAME TIME:

Every game is 45 minutes in length (Teams will need to be on time & ready to go when the score clock starts.)

2 minute: Warm-up

20 minute: 1st Half

1 minute: Intermission

20 minute: 2nd Half

LINE CHANGES:

Novice and Intermediate Mite Teams will change every 1 minute on the Horn. All Adv. Mite teams and older will change on the fly. If at any time there are more than 3 players on the ice a penalty for too many players will be assessed, and there will be a face-off at center ice to resume play.

STOPPAGE OF PLAY:

If a goal is scored, or the puck is frozen by the goalie, all players of the opposing team must TOUCH-UP and REMAIN NEAR the blue line until all players have crossed the line before re-attacking the zone (essentially the same as "touch-up" offsides). It is the referee's responsibility to be aware of this & call it as they see it.

PUCK OUT OF PLAY

If the puck leaves the ice but is kept in the rink by the safely netting, the puck shall be played live. If the puck goes over the boards or into the bench, there will be a face-off at the appropriate dot.

PENALTIES

- Total Hockey Minnesota 3 on 3 Leagues are all NON-CHECKING leagues. This rule will be strictly enforced. THMN follows USA hockey rules regarding the type of penalties assessed.
- When a penalty occurs, a Penalty Shot shall be awarded. All players must stay on the opposite blue line on BOTH knees until penalty shot player touches the puck on their way to take a shot. If the player scores refer to the "Stoppage of Play" rule. If the player did not score, the puck will be played live.
- Severe penalties are encompassed by, but not limited to, the following: Checking from Behind, Fighting, Roughing, and any type of severe misconduct on behalf of any player (verbal abuse, cursing, racial remarks, throwing sticks, etc).
- If a player receives a severe penalty, or two (2) roughing penalties, the player will be immediately ejected from game. It is the on-ice officials decision whether further action needs to be taken.

PENALTY SHOT PROCEDURE

- The player that fouled will be the designated player to take the Penalty Shot unless the Penalty called is on the offending goalie or bench, in which case, a player from the ice will take the penalty shot.

SCORING

Score will be kept on the scoreboard until a 12 goal differential is met. I.E. 12-0 in this case the score will stop being tallied until the team with (0) closes the 12 goal gap.

RESCHEDULING A GAME:

- There are NO game changes, rescheduling or make-ups allowed. The schedule is set for the entire league session. In case of a unscheduled rink maintenance problem, we will make-up any lost games to fulfill a full schedule for ALL teams.
- All team coordinators will be required to notify the league director within at least 48 hours of the scheduled game if his/her team will not be attending a game. If a TEAM does not show up for a game, the ice will be given to the team present.

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