



Tournament Regulations

1. General Information

- **Organizers** “Latvian Hockey Federation “ (LHF) and “3on3 International hockey association” (3on3IHA) in cooperation with International Ice Hockey Federation (IIHF)
- **Date & Venue:** November 30th, 2024, Olaine Ice Arena, Kūdras st. 5, Olaine
- **Teams Participating:** 4 teams, each consisting of up to 12 skaters and 2 goalkeepers with a minimum of six (6) skaters and one (1) goalkeeper
- **Field of Play**
- A game is played over the 23 x 48 full ice surface.
- **Format:** Single round-robin, followed by playoffs for final standings.

2. Game Format

- **Game Structure:** Each game has two 12-minute periods with continuous play (running clock), unless stopped for major incidents.
- The warm-up period is set to three (3) minutes.
- **Intermissions:** 3 minutes between the 1st and 2nd periods;
- The game starts with the players lining up on the same side as their designated players bench. During intermissions, teams will change sides but keep their benches for the entire game.

Game Points:

- 2 points for a win in regulation time.
- 1 point for a tie at the end of regulation.
- 0 points for a loss.
- **Timing**
- The clock runs down from 12:00 to 00:00. The game is played with no stoppage of time and therefore, unless a major incident happens, the game clock is always running. A major incident could be an injury of a player that is not able to leave the ice, when a major penalty is called or any other incident where the game official deems that the game should be stopped and restarted in a safe and fair way.



- The game shall not be stopped if the goal net comes out of position if the game officials or goalkeeper can place the net back in its original position in a timely manner. If this is not possible the game officials should stop the time, and the net shall be positioned accurately.

3. Tournament Schedule and Standings

- **Round Robin:** Each team plays all other teams once.
- **Ranking Criteria:**
 1. Total points.
 2. Head-to-head results.
 3. Goal difference.
 4. Goals scored.
 5. If still tied, a coin toss will determine ranking.
- **Playoffs:**
 - Top 2 teams after the round robin play for the Championship.
 - 3rd and 4th ranked teams play for 3rd place.
 - Ties in playoff games are resolved with a shootout (penalty shots) 3 players from each team.

4. Rules of Play

4.1. Face-offs only apply:

- - at the beginning of a period;
- - if the puck is out of the field of play;
- - after a major penalty; and
- - if another extraordinary reason forces the game official to stop the game.
- Opening face-offs are conducted at the centre ice face-off spot. Players are allowed to freely choose where they position themselves but must be outside of the centre ice face-off spot.
- All other face-offs must be conducted on one of the nine (9) face-off spots where the fouling team gains the least advantage, solely based on the game officials' decision but in a fair discretion.
- The players participating in the face-off shall follow the outlined procedure for participating in face-offs according to the IIHF Rule Book.
- After a goal is scored, the goalkeeper gathers the puck, and the play resumes as described in chapter 4.2.

4.2. Goalkeeper Freezing the Puck:

- If a goalkeeper freezes the puck, the game official blows the whistle. The attacking team has to retreat, meaning that all attacking players have to be in a motion, with reasonable effort, moving towards their own net. The goalkeeper then has to immediately release the puck and move it to a team member. The attacking players can forecheck:
 - - when a skater of the opponent is in possession of the puck;
 - - if the goalkeeper initiates a pass, allowing an interception; or



- - in case the goalkeeper is moving forward, stickhandling the puck.
- If the goalkeeper is not putting enough reasonable effort to promptly put the puck back to play, a minor penalty is called.

4.3. Icing and Offside:

- Icing: A player is not allowed to pass/shoot the puck from behind its own blue line and over the goal line of the opposing team.
- Should a player break this rule, then the offending team must give possession of the puck to the opponent and retreat towards its own defending zone.
- Offside: A player is only allowed to pass the puck one zone at a time. If a player is having the puck in its defending zone it can play the puck to a team mate within the same zone or in the neutral zone. A player in the neutral zone can play the puck to a team mate either in its own defending zone or in the attacking zone as long as the puck enters the zone prior to the team mate.
- Should a player break the icing or offside rule, then the offending team must give possession of the puck in a fair way to the opponent and retreat towards its own defending zone.

4.4. Line Changes – Skaters

- The players are free to change at their own discretion during the game. There is no limitation in the length of a players shift or how many shifts a player can play during a game. The player entering the ice must wait until the teammate changing is within a distance of 3 meters from the board before the player can enter the changing zone. The player stepping of the ice is not allowed to play the puck or participate in the play as soon as the teammate has entered the changing zone. The player entering the ice can only participate in the play while being in the changing zone. Once the other player has completely left the ice, the skater can participate in the game outside the changing zone. An infraction to the above-mentioned rules results in a minor penalty call.
- In case of a stoppage in play and a face off to be conducted, both teams will have five (5) seconds to conclude the line change before the game officials drop the puck at the closest face-off spot.

4.5. Goalkeeper Change

- The goalkeepers can change at any time during the game. In these line changes, the goalkeeper is not allowed to play the puck or physically make contact with an opponent.
- Coaches can change goalies at their discretion if a goalkeeper gets injured, the game official will stop the game time and the goalkeeper shall be replaced by the back up goalkeeper.
- In the event that both goalkeepers of a team are injured during a game, one of the skaters of the team will dress as a goalkeeper and be given sufficient time to dress as a goalkeeper.
- The same principle applies if a team has both goalkeepers injured at the start of the game.



5. Player Conduct and Penalties

Penalties

- The game official shall use the penalties described in the IIHF playing rules for the 2023-2024 season. Physical contact, so called open-ice hits and hits along the boards are not allowed. However, body contact by pushing or moving the opponent in a battle along the boards or in front of the goal to win the puck is allowed between the players. For severe rule violations, major penalties apply as indicated in the IIHF Rule Book. The game officials do not have to specify the reason for the penalty (e.g. tripping).
- Each penalty should be booked on the player conducting the foul. The player does not serve any time for the penalty being called. Instead, a penalty shot is given to the non-offending team.
- The game official should stop play and collect the puck when an incident has occurred. The game official should position the puck on the centre ice face-off spot and the penalty shot is taken by the fouled player if the player is not deemed injured.
- **Minor Penalty**
- For infractions falling under the category of the Minor penalty in the IIHF Rule Book, the game official will reward the non-offending team a penalty shot. This applies regardless of whether the infraction was conducted from behind or in any of the other aspects regulating a penalty shot in the IIHF Rule Book.
- The Game officials shall immediately blow the whistle once the infraction occurs and point towards the fouling player. The game official shall put the puck in a fast manner on the centre ice spot and
- the Penalty shot should be conducted according to rule Penalty Shot procedure. The game time should not be stopped for an infraction of a minor penalty.
- If several minor penalties are committed in the same situation by the same team, then the team shall be awarded the number of penalty shots equal to the number of minor penalties. If, in one situation, the same number of minor penalties are called on both teams, then the game officials should remove the same number of penalties against each other and only award the number of penalty shot/shots that is remaining.
- **Major Penalty**
- When a major penalty is called, the game flow stops immediately, and with that also the game clock. The penalized player must leave the ice and go to the dressing room. The non-offending team is awarded three (3) consecutive penalty shots that will take place regardless of if a goal is scored or not on one of the penalty shots.
- Major penalties are automatically evaluated by appointed by Organising Committee Event Sport Director.
- **Penalty Shot procedure**



- Penalty shots are to be conducted as per the IIHF Rule Book, with the exception that all players that will start up the game after the conclusion of the penalty shot will be positioned behind the icing line of the team who got awarded with the penalty shot. Once the game official has blown the whistle and started the penalty shot procedure the skaters from both teams can follow the skater taking the penalty shot.
- The following skaters are not allowed to engage in any physical contact by stick or body with the player taking the penalty shot.
- If the skater scores a goal, the play resumes as per rule 4.2.
- If the skater is not able to score on the penalty shot, the game continues immediately past the conclusion of the penalty shot and all skaters on the ice are able to play the puck and gain possession.
- A skater taking the penalty shot cannot pass the puck to a team mate during the penalty shot. This can only be done as soon as the penalty shot is concluded and normal game play is resumed.

6. Coaching and Bench Management

- Only four staff members, including coaches, may be on the bench.
- Coaches may change goalies at any time, with the backup goalie required if the main goalie is injured.

7. Officials and Timekeeping

- **Game Officials:** Two on-ice officials for each game, responsible for goals, penalties, and smooth gameplay. Decisions are made in real-time, with no video review.
- **Timekeeping and Statistics:**
 - An official scorekeeper tracks game time and score.
 - Off-ice staff record goals, assists, shots and penalties.

8. Tournament Awards

- **Championship Trophy:** All teams receive incentive prizes.
- **Individual Awards:** Organising Committee will award Tournament Top scorer, MVP and Best goalkeeper.



Schedule for the tournament on November 30th

Total: 45 min

Schedule:	Time
HK Mogo/RSU vs HK Zemgale/LBTU	12:00
Team Eesti vs Liepājas SSS	12:45
HK Mogo/RSU vs Team Eesti	13:30
HK Zemgale/LBTU vs Liepājas SSS	14:15
HK Mogo/RSU vs Liepājas SSS	15:00
HK Zemgale/LBTU vs Team Eesti	15:45
Bronze game: Place 3rd vs Place 4th	16:30
Final: Place 1st vs Place 2nd	17:15
Closing: 18:00	

Game time 2 x 12 min

Warm up 3 min

1st period - 12 min

Break 3 min

2nd period - 12 min

Time for ice making- 15 min

Total: 45 min