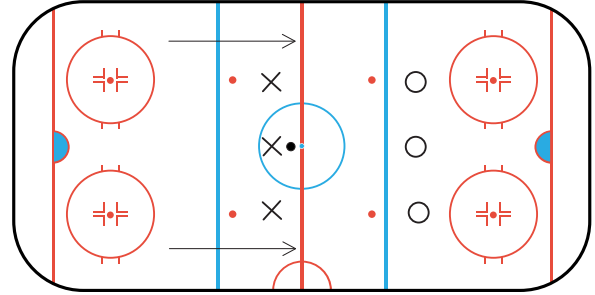


Officiating

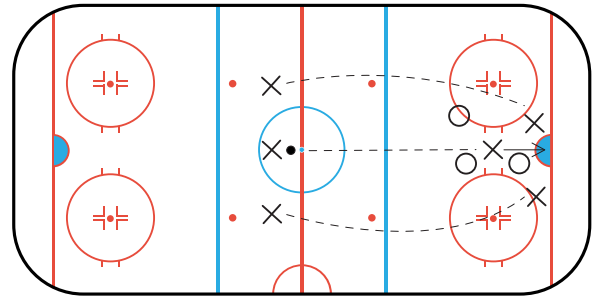
3-on-3 Game Scenarios

Start of the Period: For the start of the 1st period the Visiting team will be granted possession of the puck. For the start of the 2nd period the home team will start with the puck. The puck will be placed on the center dot. The opposing team must line up behind their own blue line. The referee will blow the whistle to start the game. The team with possession of the puck may either shoot the puck into the opposing zone or choose to carry it.



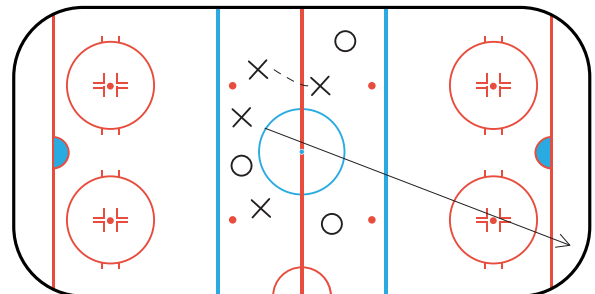
Team X starts with possession of the puck, Team O must be lined up behind their blue line. Team X may shoot the puck or carry it.

Goals: When a goal is scored the team that scored the goal must all retreat from the offensive zone. All players from the team that scored the goal must simultaneously make contact with the center red line (center ice) before they can proceed to apply pressure to the team that was scored upon.



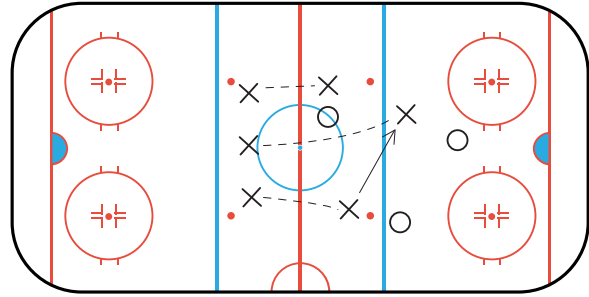
Goal is scored by Team X they must retreat to center Ice red line.

Icing: Icing the puck results in a change of possession. The official will blow the whistle, we recommend that the official also verbally identify the icing infraction (yell icing). The team that iced the puck must all retreat to the center red line (center ice). All players from the team that iced the puck must simultaneously make contact with the center red line AND allow the other team to regain puck possession and uncontested control before they can return to the offensive side of the ice.



Team X ices the puck, Official will blow whistle and yell "icing." Team X must retreat to centre Ice red line.

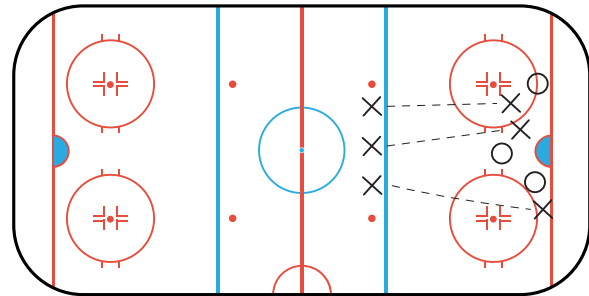
Offside: Offside will result in a change of possession. The official will blow the whistle, we recommend that the official also verbally identify the offside infraction (yell offside). All players from the team that was offside must retreat to the centre red line (center ice). All players from the offside team must simultaneously be in contact with the center red line before they can return to the offensive side of the ice.



Team X is offside, Official will blow the whistle and yell "...,offside!". Team X players must: retreat to centre ice red line.

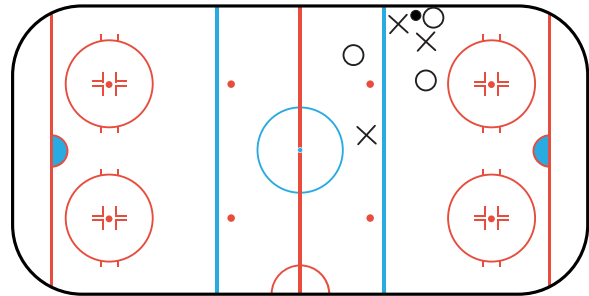
Goaltender Freezes the Puck: When the goaltender freezes the puck, the attacking team must exit the offensive zone and simultaneously make contact with the BLUE line (all players simultaneously in neutral zone) before re-entering the zone.

Officials are encouraged to work with participants to promote continuous play, if the Official is required to stop the play then the whistle will be blown.



The Team O goaltender freezes the puck. The Official will blow the whistle and Team X must retreat to the BLUE line.

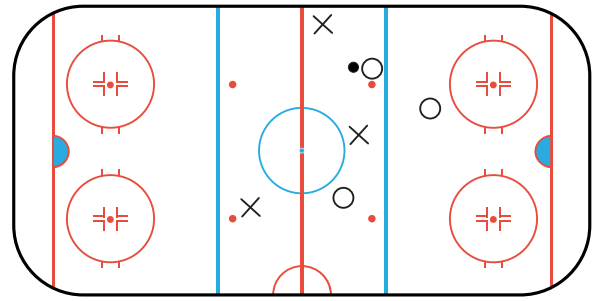
Puck Gathering or Scrum: When a scrum or gathering (2 or more participants) occurs with prolonged contact officials will not separate the players, they will communicate with them to disengage. Should the scrum continue, play will be stopped. The defensive team will be awarded possession of the puck and the attacking team will be forced to retreat. The official will blow the whistle a 2nd time when it is determined that the attacking team has sufficiently retreated. The attacking team will NOT be required to leave the zone, they will be required to back away from the puck and allow the defensive team to fully gain possession. If a puck gathering or scrum occurs in the neutral zone the defensive versus attacking team will be determined by the position of the puck relative to the centre red line (centre ice)



Here the whistle is blown and the X players must retreat from the O player. The official will blow the whistle to signal for the X players to retreat and then blow it a 2nd time to signal the resumption of play.

U7 to U11 Line change on the Buzzer: 1.5-minute shifts (timekeeper will sound the horn to notify shift change). Regardless of the team in possession of the puck when the buzzer

sounds, the defending team will always be given possession of the puck at the buzzer. It will be the position of the puck relative to the center red line (center ice) that will determine defending and attacking teams. The defending team will be allowed to gain full possession of the puck before the attacking team call apply pressure. The official will monitor this and will blow the whistle if a puck gathering or puck scrum occurs.

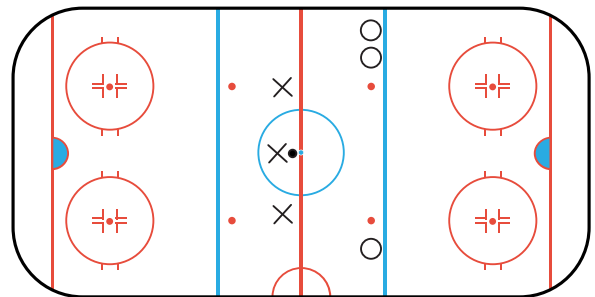


At the sound of the buzzer Team O will be given possession of the puck. The players coming onto the ice must give Team O the opportunity to fully gain possession of the puck before they can apply pressure.

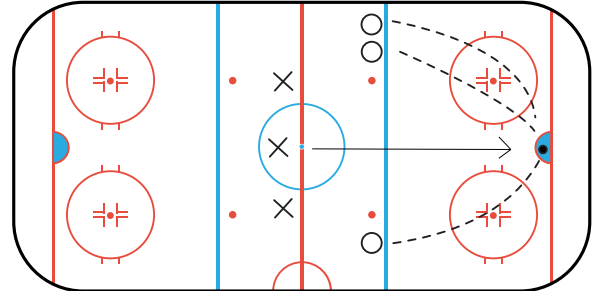
Penalty Shot Procedure: The time clock will continue to run during all penalty shots (time will not be stopped). If the buzzer sounds while the penalty shot is in progress, the shot will be allowed to be completed, if the player stops during the penalty shot, the puck will be reset at centre ice and the player will retake the penalty shot. The player taking the penalty shot will line up at centre ice. All the players of the opposing team will line up at either side of their blue line and must be between the boards and face-off dot.

Once the penalty shot is completed, whether there is a goal or not, the defending players can enter their end-zone to retrieve the puck. The player taking the shot must skate to the red line and all attacking players must be in simultaneous contact with the red line prior to re-entry into the end-zone.

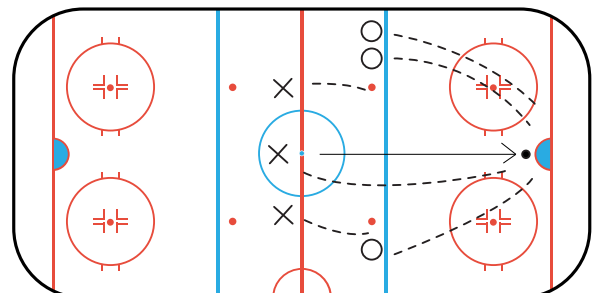
If a goal is scored, the team that scored the goal must allow the other team to advance the puck past center ice before applying pressure. If the puck has not advanced past center ice within 10 seconds of the whistle the official will signal the team that scored to proceed with the attack



Team X has been awarded a penalty shot. The shot will begin when the official blows their whistle.



When the whistle only the player taking the penalty shot may move. If a goal is scored, the shooter must exit the zone and skate to center ice before their team is permitted to move. The defenders will retrieve the puck from the net. Defenders cannot move until shot has occurred.



If no goal is scored, the shooter must exit the zone and skate to center ice before their team is permitted to move. The defenders will retrieve the puck following the failed attempt. Defenders cannot move until shot has occurred.