



CARD
Chico Area Recreation & Park District

3v3 Ice Hockey League – Basic Rules

1. Teams & Rosters

- Each team plays with **3 skaters + 1 goalie** on the ice.
- **Maximum 6 players per roster** (to allow substitutions).
- Teams must have a **minimum of 3 players** to start a game.
 - **Reasonable** substitutions may be made with players from opposing teams if players are short.
- All players must wear certified helmets with face protection (face protection optional), gloves, shin guards, and skates.

2. Game Format

- Games consist of **two (2) 15-minute periods**.
- **Running clock** except for referee stoppages (injury, equipment, disputes).
- 2-minute break between periods.
- Regular season ties go to a single elimination shootout.
- Playoffs may use a 3-minute sudden death overtime, followed by a single elimination shootout.
- **If the score at the final 1:30 minutes of game is within 1 goal, pucks out of play will result in a clock stoppage until the team who should have possession of the puck, then play will resume.**

3. Rules of Play

- **No offsides.**
- **No icing.**



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- **No slapshots.** Any shot with a wind-up above the knee is whistled dead; puck is awarded to the defending team.
- **No contact.** Incidental contact is allowed, but intentional body checks or aggressive play result in penalties.
- **Face-offs:** Only at the **start of each period.**
- **After a goal:** The team scored upon retrieves the puck from the net and resumes play immediately with possession. The opposing team players must all return to the center ice line before advancing again.
- **Substitutions:** Allowed on the fly (during play) or during stoppages.
 - **Players must wait until the player being replaced is within 5 feet of the bench before stepping on the ice.** Too many players on the ice results in loss of possession and a delay of game penalty.
- **Puck out of Play:** pucks shot out of play will go to the defensive zones team, depending on where and how the puck went out of play. Defensive team will gain possession and resume play.
- **Contacting the Puck with the Stick** above the crossbar will result in a loss of possession.

4. Penalties

- **Minor infractions** (tripping, hooking, slashing, high-sticking, interference, delay of game, etc.) result in a **penalty shot** for the non-offending team at the end of the game. At the time of the penalty, if the opposing team touches the puck, the puck shall be awarded to the team who had drawn the penalty unless that team continues to possess the puck. In that case, play will resume as usual.
- **Penalty Shot** - Any player can take the penalty shot at the end of a game.
- **Shootout** - Each team selects 3 shooters; if still tied, teams alternate 1-for-1 in sudden death with any player.



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- Teams must give their opponents 1/2 ice after the need for a whistle after an infraction takes place.
- **Major infractions** (checking, intent to injure, fighting, abuse of officials) will result in ejection from the game.
- Three (3) penalties by the same player in a game = automatic ejection.

5. Goalie & Puck Handling

- If the goalie **freezes the puck**, the goalie's team retains possession and starts play from behind their net. The opposing team players must all return to the center ice line before advancing again.
- If no goalie is used/available, a small goal net or shooter-tutor may be substituted.
- **Due to limited # of goalies and ranging skill levels**, Different goalies will be randomly and evenly assigned to each team at the start of the season.
 - For Playoffs, goalies will be randomly chosen to play for a team.

6. Scoring & Standings

- A win earns 3 points, a tie earns 1 point, an overtime **loss** earns 1 point, and a regular time loss earns 0 points.
- Tiebreakers in standings: (1) Winning percentage, (2) Head-to-Head record, (3) Total Goal Differential, (4) Goals Against.
- Teams must give their opponents 1/2 ice after a goal is scored (or puck drop at center).
- In the event of a forfeit during play of any division, the team who did not forfeit will receive a win and, for tie breaker purposes, will be assigned a "goals for" and "goals against" total for that game equal to the averages of their other pool play games. These will be assigned at the conclusion of the pool play round when advancement is being determined.