

REF'S CHEAT SHEET

IF IN DOUBT, CALL IT A PENALTY

We are non-contact – and the kids LOVE penalty shots!

Game Play

- Games are one 25 min run time period- no warmups before the game... kids can skate once around but once all players are on the ice, you can whistle to start.
- Clock does not stop for any reason (including injuries – please help keep it clean)
- Face off starts the game
- No icing
- Offsides called immediately – offending team must clear the zone and puck possession goes to defending team
- **NO CONTACT ALLOWED** – no body checking
- Penalties called and served immediately:
 - **Minor penalty**, incidental body contact, bench minors, etc. is 1 penalty shot
 - **Intentional body contact** is 2 penalty shots
 - **Major penalty**, intent to injure, fighting, etc., is 2 penalty shots and game ejection. If you (referee) believe additional actions should be taken in this situation, please ask Timekeeper to call the 3on3 manager at that facility for discussion. Otherwise, the player will be allowed to resume play in the next game.
- Score clock will show a 5-goal differential – teams down by 5 goals may add additional player to the ice until a time that the score is within 2 goals.
- Smothered puck – **do not at any time allow players to crowd or jab at the goalie** – whistle quickly. Penalties should be called for any intent or touching of the goalie – everyone is off limits for contact. At the whistle, attackers clear the zone, puck possession goes to defending team. Please overemphasize the no-goal sign so the timekeeper can see you.
- Goals – same as smothered puck, however, **attackers must clear to the red line**, possession goes to defending team. Please overemphasize the goal sign so the timekeeper can see you.
- No time-outs at any point or game during the day.

Penalty Shots

(Cross ice games do not have penalties or penalty shots)

- **All penalties served via chase penalty shot** – shooter goes to centre dot – remaining players line up behind on blue line – whistle indicates the chase to begin – game play resumes after shot. The chasers CAN knock the puck out of the reach of the shooter – however, player interference and/or body contact should not occur, or another penalty shall be called.
- Penalty shot awarded at any point in the game WILL be given the opportunity to be completed – even if the buzzer sounded to end the game. If either team appears to be delaying the efforts to line up, the referee may place the puck at the centre dot and blow the whistle for the penalty shot to commence.
- NO body contact allowed between the chasers, however, the chasers MAY cleanly interrupt the penalty shot, such as knocking the puck away.

Tie Breakers for CHAMPIONSHIP/FINALS games

- **IMMEDIATE SUDDEN DEATH shoot-out**: The players on the ice at the end of the game MUST REMAIN ON THE ICE to start the shootout. 3-4 pucks are placed in 2 piles on the red line approximately 20” apart from each other. 2 opposing shooters skate simultaneously to take their shot. The pucks continue to be placed, and the shooters continue to shoot, until the first goal wins.

Referees

All decisions by referees are final.

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