



Clearview Township 3 on 3 Tournament Rules 2026

The following rules have been implemented in an effort to provide an opportunity for more players to enjoy 3 on 3 tournament weekends. They also strive to create a more competitive and balanced divisional structure.

Each team is guaranteed a minimum of three (3) or four (4) games, depending on the number of teams registered.

SECTION A - Rosters / Teams / Divisions / Age Categories and Restrictions

****NOTE** – Placement of teams is at the discretion of team representatives and must be within the outlined rules. Tournament officials may suggest alternative categories for teams registered for the tournament.

- A1. Teams will consist of:
- A minimum of 7 players (goalies are considered players)
 - A maximum of 10 players
 - A maximum of two (2) bench personnel in all age groups
 - All bench personnel must be 18 years of age or older

*****PLAYER RATING SYSTEM IN 2026*****

In an attempt to make teams more competitive and fun for all the players, the organizers have implemented a new **PLAYER RATING SYSTEM**:

Each team is allowed a maximum of 100 points to skate a team, based on the level a player played in the last winter season:

"AAA" or "AA" Player = 40 Pts

"A" or "ORHL or Unsanctioned OHA League" Player = 20 Pts

Minor Development (MD) U9 or below Player = 20 Pts

"B, C or Local League" Player = 1 Pts

- A2. **Divisions**- An honor system governs this. Any team with more than the allowed carded players above will be expelled from the tournament without a refund.

A maximum of 6 Teams per Division. Teams registered will be on a **first-come, first-paid basis**. If space is available, more teams may be added on a waitlist basis.

A3. Players may play for only one (1) team during a tournament weekend.

Open Division Age Group (Year Born)	Girls Division Age Group (Year Born)
U10 (2016, 2017)	
U12 (2014, 2015)	
U14 (2012, 2013)	
U16 (2010, 2011)	
U18 (2008, 2009)	
	U12 Girls Only (2014, 2015)
	U14 Girls Only (2012, 2013)

A4. Teams may play in a higher age group, the new player rating still applies.

A5. A player can only play one (1) age group higher than their age category. (ex. U9 cannot play for a U11 Team, only U10 the highest).

A6. An all-girls team may play in a division 1 level below their age group (excluding Under 8) in the Open Divisions.

A7. If an insufficient number of teams are registered (fewer than 4) for any age group or division, tournament officials may cancel that division. **Refunds will be provided.**

A8. Roster changes/additions/deletions can be made up to the team's first scheduled game of the tournament. Players listed on the initial game sheet will be considered the "official team roster" for the remainder of the tournament. Changes to rosters will not be allowed for the remainder of the tournament.

A9. A team must have at least four (4) players in the age group that is registered. (ex U14 must have 4 @ 2012 or 2013 born players).

SECTION B – Tournament Pre-Game Rules and Equipment Requirements

B1. The game sheet MUST:

- Be filled out and signed 15 minutes before game time
- Games may start 10 minutes before the scheduled time at the referee's discretion
- List the players in the order that they would take penalty shots at the end of regulation time, and may be filled out in a different order for each game if you choose.

- B2. Teams that do not fill out game sheets 15 minutes before game time will:
- Have players randomly listed by a 3 on 3 representative AND
 - Will be assessed one (1) penalty (resulting in an additional penalty shot at the end of the game).
- B3. Teams are to supply their own matching jerseys. If a color contrast occurs, tournament officials will provide jerseys, and a coin toss will determine which team changes colors.
- B4. **EQUIPMENT REQUIREMENTS**
Complete CSA-approved equipment **MUST** be worn by ALL male and female participants in the tournament.

SECTION C – Game Rules

- C1. Games consist of two (2) 12-minute periods – straight running time.
- C2. There will be **NO BODY CHECKING** at any level.
- C3. Slap shots are allowed.
- C4. The only face-offs will be at the start of each period. If the puck leaves the playing surface, play will commence with the team that did not cause it to leave, awarded possession in the neutral zone or in their own end, whichever applies.
- C5. There will be **NO ICING** called.
- C6. No stick or equipment measurements will be allowed.
- C7. After:
- A goal is scored OR
 - The goalie freezes the puck OR
 - An offside at the blue line

The referee will blow the whistle. The attacking team must immediately vacate the zone and tag up together at the blue line. They **CANNOT** play the puck until the puck clears the blue line OR until they have all tagged up. For contravention of this rule, the offending team will be assessed a “delay of the game” penalty.

- C8. **MAXIMUM 7-GOAL DIFFERENTIAL** – At no time during a game will the scoreboard display more than a seven (7) goal spread. The 7-goal differential will also be used on tournament standing boards and in tournament statistics. Score sheets (game sheets) will continue to count the actual score for recording purposes only. Upon completion of the round-robin portion of the tournament, team goal-averages will be calculated using the 7-goal differential score only.

- C9. **PENALTIES / PENALTY SHOTS** – For any penalty or infraction, time will NOT be served. Penalties will result in one **GUARANTEED** (1) penalty shot per infraction for the opposing team. For each infraction after 5 (five) penalties, the opposing team will receive two (2) penalty shots per penalty. All penalty shots will be taken at the end of the game.
- C10. When a penalty or infraction occurs, the game official (referee) will signal the timekeeper and point to the offending team's bench. All penalties will be "whistled" immediately (no delays) except in a direct scoring opportunity for the non-penalized team. The offending player must immediately go directly to their team bench. As the offending player reaches the bench, he/she will be replaced with another team-mate on the ice. The non-offending team will then turn the puck over in their defensive or neutral zone (whichever is nearest to where play was stopped), and gameplay will resume.
- C11. **For penalty shots:** Players will shoot in the order that they are listed on the game sheet at the end of regulation time. Teams will take all of their penalty shots consecutively. The team with fewer goals at the end of regulation time will shoot all of their penalty shots first – regardless of the score differential. If the score is tied at the end of regulation time, the visiting team will shoot first. Penalty shots will only then be taken by the "winning" team until the 7-goal maximum is reached.
- C12. **FOREFIT:** The score of 2-0 will be awarded to the winning team in the event of a forfeit.
- C13. Ice conditions and ice-flood decisions will be made solely at the discretion of tournament referees, 3-on-3 representatives, or off-ice officials.
- C14. Absolutely NO PROFANITY or abuse of officials will be tolerated. Violating this rule will result in expulsion from the tournament and from all future tournaments.
- C15. The 3-on-3 committee and tournament officials reserve the right to eject any player or team from the tournament for unsportsmanlike play. Anyone who is assessed a major or misconduct penalty will be expelled for the balance of the tournament.
- C16. A "Major" Penalty by Hockey Canada Standards and Policy will result in an immediate ejection from the tournament and three penalty shots to the opposing team.

SECTION D – Standings and Tie Breakers

- D1. Tie games will remain ties in the round robin games
- D2. Points will be awarded to the team on the basis of:
- Two (2) per win
 - One (1) per tie
 - Zero (0) for a loss

- D3. Any ties in the standings at the end of round robin play will be broken as follows:
1. Most wins after round robin play
 2. Head-to-head
 3. Goals average (total goals for) divided by (total goals for + total goals against), including all penalty shots
 4. Coin toss
- D4. Penalty shots will not be taken after elimination playoff games if the outcome cannot be affected.
- D5. During playoff games, penalty shots will be used to break ties. Teams will alternate by taking penalty shots, one per team, until the game is decided. The shooting order will continue after all game-awarded penalty shots are taken (if necessary). The next player listed after the last penalty shooter will shoot, and the rotation will continue.

SECTION E – Protests

- E1. Any protests must be submitted in writing within one (1) hour of the completion of the game being protested. A \$100.00 deposit must accompany each protest. It will be returned if the protest is upheld, and forfeited if it is denied. The Tournament Committee's decisions are final and binding.
- E2. Referees' calls are not subject to protests.
- E3. The tournament committee reserves the right to accept or reject any or all entries, to make decisions regarding placement of teams, and to object to or protest any conduct in the tournament. As such, all decisions shall be final.

SECTION F – Refunds

3 on 3 REFUND POLICY

A full refund of team registration fees will be given only if the tournament or the selected division is cancelled.

1. NO refund - After the official registration deadline
2. NO refund - Due to defaulted, cancelled, or rescheduled games.
3. NO refund - Due to injuries
4. NO refund - When teams or individuals are suspended or ejected from the tournament

The tournament committee reserves the right to evaluate, accept or reject any or all requests for Registration Refunds, and as such, all decisions shall be final.

Requests for refund of your team registration fees due to team withdrawal must be submitted in writing to clearviewrec@clearview.ca before the final registration deadline date.