



The Ice Ranch Presents:

Official RICCI **3 vs 3** Hockey

RULES

Revised – May 25th, 2024.

* We reserve the right to modify any of these rules at any time.

Official Ricci / Ice Ranch 3v3 Hockey Rules

TEAM MAKE-UP: The minimum number of players a team can have on the roster is 9 +1. The maximum number of players is 13. (More than 13 not recommended)

GAME TIME and OVERTIME: Warm-up time is 5 minutes. Every game is three, 15-minute periods of running time. If the score of the game is within 3 goals with three minutes remaining in the game, the clock will go to stop time for the remainder of the game unless the goal differential becomes four or more and then running time will be used. *All ties will be settled by a shootout.* The shootout will be comprised of three shooters per team, followed by sudden death one shooter rounds. Everyone on the team must shoot before anyone shoots a second time and teams must stay in the same order throughout the shootout. Playoff games: **Tied games will have an extra OT period of 3:00 minute sudden death followed by a 3-person shootout if still tied at the end of OT.**

***LINE CHANGES:** All line changes must be on the fly except between periods, after a goal is scored or after a time out. Line changes will not be permitted at any other time including penalty shots or pucks that go out of play. If a team tries to make a line change, except on the fly, the referee shall require those players who left the ice to return and a penalty shot will be awarded to the other team. If at any time, there are more than three (3) skaters on the ice (plus your goalie); a penalty for too many players shall be assessed unless you have pulled your goalie or the mercy rule is in effect. Each team is allowed 1 warning within the first two weeks.

AFTER A GOAL IS SCORED: When a team scores a goal, a center ice face off will follow.

PUCK FROZEN BY A GOALTENDER: When a goalie freezes the puck, the entire attacking team must completely leave the defending half of the ice (the blue center line signifies the defending half of the ice) at the same time before reentering the attacking zone similar to tag-up off-sides. The referee will signal a frozen puck by blowing the whistle.

PUCK OUT OF PLAY: If the puck goes over the boards or onto the bench, there shall be a face-off at center ice (teams are not allowed to switch lines at this time). If the puck hits the netting behind the goal and immediately falls back to the ice surface, it will be considered a live puck and either team may play the puck.

PENALTIES: The Ricci / Ice Ranch 3 on 3 League is a **NO CHECKING** league. This rule will be **strictly** adhered to. The Ricci / Ice Ranch 3 on 3 League follows existing USA Hockey rules regarding the types of penalties that will be assessed. Any penalty called shall result in a penalty shot for the player who was infringed upon. The puck will be placed at the center ice circle and the remaining on-ice players will be located on the center blue line, outside of the faceoff hash marks, on their stomachs, far enough from the puck that the players laying down can't hit the puck with their sticks from their stomachs. The referee will blow the whistle and the shooter can be chased as soon as he touches the puck. The shooter may take a running start if he or she chooses. The puck is in play immediately after the shooter touches the puck at center ice. If an offensive player gets up off of his or her stomach early, the shot is blown dead and the puck is turned over to the other team. **If a defensive player gets up off of his or her stomach early, the shot will be retaken. If a defensive player leaves early twice in a row, the shooter will be awarded an additional penalty shot where the shooter can't be chased on the first penalty shot.** If there are offsetting penalties called, neither team will be awarded a penalty shot and there will be a face-off at center ice. In cases where one team has two minor penalties called against them

and the other team has one penalty called against them, the team with only one penalty against them will receive a penalty shot. This shot can be taken by either of the two players who were infringed upon. **In the event the same player is assessed a double minor, that player will have to serve a one-minute penalty in the penalty box. The opposing team will be awarded two penalty shots.** The defensive team will not be allowed to chase on the first attempt, but they will be able to chase in the second attempt. All penalties will be recorded by the scorekeeper for the purposes of keeping track of the number of penalties a player has during a specific game. **If a player receives four minor penalties in one game, that player will be asked to leave the ice and will not be eligible to play the rest of the game.** Major penalties will result in a three-minute penalty to be served by another player on the ice at the time of the infraction, a penalty shot, and a game misconduct. If a player receives three major penalties during the course of the season, the disciplinary committee will hold a hearing and that player may be permanently removed from the league with no refund given.

No Fighting: Fighting penalties will constitute automatic suspension from the league. (Subject to review from the disciplinary committee. Disciplinary committee: Brent Bohn, Angelo Ricci, Terry Ott, Michael O'Connor, and Skip Scarlett)

Abuse of officials or Scorekeepers: Abuse of officials or scorekeepers will not be tolerated. Any player or coach who receives a misconduct penalty will automatically receive a 2-game suspension. (Subject to review from the disciplinary committee. Disciplinary committee: Brent Bohn, Angelo Ricci, Terry Ott, Michael O'Connor-Head Official)

Off-Sides: The centerline blue line will be used for off-sides. When off-sides is called, the player must discontinue to play the puck **at that point** (not dumping it in deeper), the entire attacking team must completely leave the defender's half of the ice (to the blue center line), tag-up, and not re-enter the defenders zone until all attacking players have left the attack zone at the same time (tag-up off-sides). Any defending player may bring the live puck out from that point or if all attacking players have left the zone and can get back to the puck before a defender, they may play the puck. The referee will signal off-sides by blowing the whistle.

Icing: Icing will not be called during the Ricci / Ice Ranch 3 vs. 3 League.

Time Outs: Each team will have **one, one-minute** time-out *per game*. A time-out may be called at any time your team has possession of the puck. When a time-out is called, the scorekeeper will stop the clock until the referee drops the puck signifying play has resumed.

Mercy Rule: If a team is down by **five** goals or more, that team will have the option to add **one** additional skater (for a total of four skaters) to the ice until there is a three-goal score differential. The team who is down by five goals that chooses to add the extra skater to the ice, **will NOT forfeit** the game. **7 goals or more, that team can add two additional skaters.**

Switching Ends: Teams will defend the end of the ice that they started on for the entire game and not switch ends of the ice after each period.

Coaching Age Requirement: Each team must have an adult who is at least 21 years of age or older on your bench acting as a coach. If your team does not have an adult who is 21 years or older on the bench, your team **will forfeit the game.**

Illegal Players: During the playoffs, teams may only use players that were on your roster as of June 23rd, 2023 and are paid in full. If, during playoffs only, you believe the opposing team is using a non-rostered player, you may challenge their team **AFTER** the game. If the scorekeeper or league director cannot verify that the challenged player is on the roster, their team will receive a forfeit and your team will move on to the next round of the playoffs. This rule does not apply to substitute goalies that play in the league in the same division and tier (or a lower tier) as your team. During the regular season, teams may borrow players from teams within their division and tier or a lower division, if the substitute players are registered to play in the league. If your team believes the opposing team is using a non-league player or a player from a higher division or tier, your coach may challenge their team **AFTER** the game. If the scorekeeper or league director cannot verify that the challenged player plays in the league on a team from the same division and tier or a lower division and tier, the challenged team will receive a forfeit for that game. Goalies can be borrowed from teams within their division and tier or a lower tier during the regular season or playoffs with notice to the league if they are currently registered to play in the league. The league director will provide a goalie contact list to teams upon request.

Use of Substitute Players: a team can only use a sub player if they have less than 6 skaters + 1 Goalie for a game. If they have 6 + 1 goalie or more skaters and use a sub they will forfeit the game. ***Example (4 regular rostered players + 1 goalie show up, "2" subs allowed) from a lower division or the same division. CANNOT be 3 additional subs in this example.**

Roster Freeze: All Rosters will be frozen on May 31st, 2024.

Goalies: Each team may roster 2 goalies or can borrow a goalie (including playoffs) from another team within the same division & tier or a lower division & tier as long as notice is provided to the league.

League Contact Information:

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