

4th Annual ICE BREAKER

3 on 3 – No Subs / No Goalies
Dec 27th

Last day to Register is Dec 20th

\$45 per player

Teams will be evenly selected by a committee.

Payment can be cash or checks made payable to PYHA
at the Owens Center front desk from Nov 29th thru Dec 20th 2018.



All games played at:
Peoria Owens Center
1019 W. Lake Ave,
Peoria, IL 61614

Parent / Guardian Name: _____

Players Name: _____

Street Address: _____

City: _____ State: _____

Phone number (Please include area code.): _____

Email: _____

Birth date (mm/dd/yy): _____

Current Age Level (circle one): MITE SQUIRT PEEWEE BANTAM MIDGET

Current team name: _____

RULES

1. All players must wear helmets w/ face protection, shin pads, gloves, elbow pads, and hockey skates. Protective equipment is optional but highly recommended.
2. No goalies, goalie equipment or sticks permitted.
3. **All teams must have light and dark jerseys or uniforms.**
4. All rinks will start and stop on the master horn.
5. Penalties will be called for rule infractions. Penalties called by rink officials are final. A minor penalty will result in possession of the puck awarded to the opposing team along with awarding a goal to the opposing team.
6. Any major penalty, which includes any action that could possibly injure another player, will result in that player being ejected from the game or tournament after review by tournament director. The team that received the ejection will play the remainder of the game or tournament short-handed (2 vs. 3). Rink official will determine major penalties.
7. Abuse of rink officials will be considered a major penalty. This includes yelling, swearing, or arguing about calls.
8. No checking is allowed. Such action will result in a minor penalty unless deemed serious enough to be a major (rink official's discretion).
9. No slapshots allowed. Such action will result in a minor penalty.
10. Players cannot fall or lay on the ice in an effort to protect the goal area. Such action will result in a minor penalty.
11. Goaltending is not allowed. A player may not patrol, "camp out" or remain stationary in the crease area and act as a goaltender. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending out four feet from the outside corners of the goal.
12. Contacting the puck with a stick above the waist will result in a loss of possession.
13. Saucer passes (i.e. pucks that are lifted low, below the knee) are acceptable.
14. If a puck goes out of bounds, the last team to touch it loses possession. During restart, the defender must give his opponent 2-stick lengths of space.
15. There are no off-sides or icing calls.
16. Goals must be scored from the attacking side of center ice.
17. Rink Officials will call out the score after each goal. This includes goals scored by players or awarded from minor penalties.
18. Teams must give their opponents 1/2 ice after a goal is scored or an infraction takes place.
19. Games will be composed of two 12-minute halves with a 2-minute halftime.
20. Pool Play games can end in a tie. However if playoff games end in a tie, the play will move to sudden death format.
21. All games are running-time. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only three players on the ice.
22. Players can only play on one team.
23. Setting picks in offensive zone is not allowed. Deference will be given to a defender in front of their own net where their progress is impeded by the pick or interference of an offensive player.
24. Games start and stop on the master horn, for every 30 sec a team is late they will be penalized a goal. If a team fails to show up for a game they will forfeit the game with the final score of 8-0
25. Games will be round robin play. 2 points will be awarded for a win, 1 point for a tie and 0 for a loss. If two or more teams have an equal number of points at the end of round robin play, their position in the standings will be determined by:
 - a. The winner of head to head games in round robin play.
 - b. If still tied, goals for over goals for and goals against will be used ($((GF/(GF+GA)))$), with the highest outcome being 1.0
 - c. If still tied, the team with the most goals for shall finish higher.
 - d. If still tied, coin toss.