



MCHA - 3v3 Event Rules

MCHA 3v3 events follow all standard MCHA rules and code of conduct (which can be found on the MCHA website at <https://mchaonline.org>), with 3v3-specific modifications specified below.

1. EVENT FORMAT

- 1.1. MCHA 3v3 events may follow various formats based on the number of teams and available ice; the format for any given event will be disclosed as part of that event's registration.
- 1.2. When ranking is required for the event format, the following points assignments will be used: a win (regulation or shootout) is 2 points, a shootout loss is 1 point, and a regulation loss is zero points. The following are tiebreakers: lowest team PIM, head-to-head record, total goals for, goal differential.
- 1.3. Depending on the event format, teams may receive a consolation game if needed to receive the minimum number of games for the event.
- 1.4. The ice will be resurfaced between games as time allows. There will generally be multiple games played between resurfacing due to the time required to remove and replace the half-ice boards.

2. GAME FORMAT

- 2.1. MCHA 3v3 games are played on a half-sheet of ice with a 3-minute warmup, and two 25-minute run time periods with a 1-minute break between periods.
- 2.2. Opposing teams for each game will share a bench for their respective half-sheet with each team controlling one door.
- 2.3. In the event of a tie game at the end of regulation, the game moves to a best-of-3 shootout. If the tie is not resolved with the first 3 players, the game moves to a sudden death shootout. All players on the bench must shoot once before any player can shoot again (regardless of whether the two teams have a different number of players on the bench).
- 2.4. Each half-sheet will have a single on-ice official. Half-ice games have no offsides, no icing, and no timeouts.
- 2.5. Slapshots are not allowed in MCHA 3v3 events. A slapshot will be treated as a non-penalty high-stick.

3. PLAY STOPPAGE

- 3.1. Any stoppage in play (period end, puck out of play, slapshot, goaltender freeze, etc.) will result in a faceoff at the center of the half-ice sheet.



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- 3.2. If a puck out of play from half-ice sheet A enters half-ice sheet B, the official on half-ice sheet B will collect the puck and return it to half-ice sheet A. Half-ice sheet B will continue play uninterrupted unless the puck results in a stoppage of play as determined by the official.

4. GOAL CAPS

- 4.1. No player is eligible to score more than 3 goals per game. If a player exceeds the 3-goal cap, the goal will be disallowed, and result in a faceoff at the center of the half-ice sheet.
- 4.2. If at any point during a game there is a four goal lead, the losing team will add a 4th player on the ice until the lead is reduced to three.
- 4.3. If at any point during a game there is a five goal lead or more, the losing team will add a 5th player on the ice until the lead is reduced to four.

5. PENALTIES

- 5.1. All minor penalties will result in penalty shots: the puck will be taken to the center of the half-ice sheet for a penalty shot taken. All other players on both teams line up touching the boards in front of the bench. If the goaltender makes a save or the shooter misses, the play will immediately be considered live.
- 5.2. 3 minor penalties from the same player or a 10-min misconduct for any player will result in ejection of the offending player for the remainder of the game. The player will still be eligible for any remaining event games.
- 5.3. Major, game misconduct, and match penalties will result in ejection and suspension of the offending player for the remainder of the event.

6. TEAM ROSTERS, REGISTRATION & SUBSTITUTE PLAYERS

- 6.1. Each team roster must include a minimum of 8 and a maximum of 10 players (including a captain) and a goalie. No player may be rostered on more than one team.
- 6.2. Each team must field a minimum of 5 skaters and a goalie (or 6 skaters and no goalie) to play a game. If a team has fewer skaters, then the team must forfeit.
- 6.3. Each team captain must register their team, provide their roster, and pay the team fee before games are scheduled for their team. MCHA special events are not invitational events - outside teams are not eligible to register.
- 6.4. There are no sub players or borrowing players between teams allowed in a 3v3 event. Borrowing goaltenders from another team is allowed only in case of emergency.