



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 participating teams and available ice; 3v3 events generally consist of a round-robin followed by one or more playoff games. The specific format for a given 3v3 event will be disclosed as part of that event's registration.
- 1.2. Depending on the event format, teams may receive a consolation game if needed to receive the minimum number of games for the event.
- 1.3. When ranking is required for playoff seeding, the following points assignments will be used based on round robin games:
 - 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.
- 1.4. 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 maneuver the zamboni around half-ice boards. MCHA will make reasonable efforts to schedule games such that teams play an equitable number of games on fresh ice.

2. GAME FORMAT

- 2.1. MCHA 3v3 games are played on a half-sheet of ice with a warmup, two run-time periods with and break between periods. The specific times for periods and warmup will be disclosed as part of a given 3v3 event's registration.
- 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 shooters, 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).



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2.4. Each half-sheet will have a single on-ice official. Half-ice games have no offsides, no icing, no timeouts, and no slapshots.

2.5. A slapshot will be treated as a non-penalty high-stick and result in a play stoppage.

3. PLAY STOPPAGE

3.1. For a play stoppage due to a goaltender freeze, the offensive team will retreat to their end of the ice and allow the goaltender to play the puck to their own team uncontested (“drop-in” style). Play is live as soon as the goaltender’s team has control of the puck.

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

3.3. 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. Minor penalties will result in a jailbreak penalty shot: the puck will be taken to the center of the half-ice sheet for a penalty shot taken by the victim. All other players on both teams line up touching the boards behind the shooter’s net. Once the shooter touches the puck to initiate the penalty shot, the play is immediately 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 penalties, game misconduct penalties, and match penalties will result in ejection and suspension of the offending player for the remainder of the event.



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- 6. TEAM ROSTERS, REGISTRATION & SUBSTITUTE PLAYERS**
- 6.1. Each team captain must register their team, provide their roster, and pay the team fee before games are scheduled for their team.
- 6.2. MCHA special events are not invitational events - outside teams are not eligible to register and all players must be registered with MCHA prior to the event.
- 6.3. Each team roster must include a minimum of 6 and maximum of 9 players (including a captain) and a goalie. No player may be rostered on more than one team.
- 6.4. Teams may make roster changes until the day before the event (to account for players dropping out, etc.) by communicating the changes to the league; rosters are locked as of midnight the night before the event.
- 6.5. Each team must field a minimum of 4 skaters and a goalie (or 5 skaters and no goalie) to play a game. If a team has fewer skaters, then the team must forfeit.
- 6.6. 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.