



# IIHF Cross-Ice 3-on-3 Game Manual

Edited by Hugh Deraps for the purpose of running  
under IHNSW.

## 3-on-3 Game Manual Contents

**Points 1 to 3.1 have been removed as they don't apply.**

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Note - This is a suggestion on how to run your team line changes, the aim is to have a equal rink time between all players as possible.

### 3.2 Lines

The 1<sup>st</sup> line consists of three (3) players. The 2<sup>nd</sup> and 3<sup>rd</sup> lines consists of four (4) players each. In case of injuries, players can be moved to other lines during a game (see chapter 3.4).

<b>Goaltenders</b>	Goaltender 1	Goaltender 2		
<b>1<sup>st</sup> Line</b>	Player 1	Player 2	Player 3	
<b>2<sup>nd</sup> Line</b>	Player 4	Player 5	Player 6	Player 7
<b>3<sup>rd</sup> Line</b>	Player 8	Player 9	Player 10	Player 11

### 3.3 Line Rotations

The objective is to have players with the same skill level on the ice. Therefore, the 1<sup>st</sup> line always plays against the 1<sup>st</sup> line of the opposing team. Coaches can only change players between the lines if a player gets injured during a game. After every game, coaches can make changes to the lineup. Coaches hand in a team lineup form 60 minutes before the start of the game.

Lines with four (4) athletes have to rotate players. In other words, at least one player of both lines sits out one shift at a time. Example of the line rotation is demonstrated in the table below:

1 <sup>st</sup> Period			2 <sup>nd</sup> Period			3 <sup>rd</sup> Period		
Shift	Line	Players	Shift	Line	Player	Shift	Line	Player
1	3	GK, 8, 9, 10	17	2	GK, 4, 5, 7	33	1	GK, 1, 2, 3

2	2	4, 5, 6		18	1	1, 2, 3		34	3	9, 10, 11
3	1	1, 2, 3		19	3	8, 10, 11		35	2	5, 6, 7
4	3	8, 9, 11		20	2	4, 6, 7		36	1	1, 2, 3
5	2	4, 5, 7		21	1	1, 2, 3		37	3	8, 9, 10
6	1	1, 2, 3		22	3	9, 10, 11		38	2	4, 5, 6
7	3	8, 10, 11		23	2	5, 6, 7		39	1	1, 2, 3
8	2	4, 6, 7		24	1	1, 2, 3		40	3	8, 9, 11
9	1	GK, 1, 2, 3		25	3	GK, 8, 9, 10		41	2	GK, 4, 5, 7
10	3	9, 10, 11		26	2	4, 5, 6		42	1	1, 2, 3
11	2	5, 6, 7		27	1	1, 2, 3		43	3	8, 10, 11
12	1	1, 2, 3		28	3	8, 9, 11		44	2	4, 6, 7
13	3	8, 9, 10		29	2	4, 5, 7		45	1	1, 2, 3
14	2	4, 5, 6		30	1	1, 2, 3		46	3	5, 6, 7
15	1	1, 2, 3		31	3	8, 10, 11		47	2	9, 10, 11
16	3	8, 9, 11		32	2	4, 6, 7		48	1	1, 2, 3

In case of a penalty, the line rotation stays the same. However, the player rotation of lines with 4 players needs to be considered and adjusted accordingly. Sitting out a penalty is considered as sitting out a shift. The scheme above is not rigid. Coaches manage and split ice time equally.

Every eight (8) minutes, goaltenders change on the fly unless you have just one. It is not allowed to pull a goaltender and send an extra skater on the ice.

### 3.4 Injuries During the Game

In case that a player must leave the game due to an injury, the lineup shall be changed as follows:

- An injured 1<sup>st</sup> line player replaces a 2<sup>nd</sup> line player. 2<sup>nd</sup> line plays without rotation player. The 3<sup>rd</sup> line stays unchanged.
- An injured 2<sup>nd</sup> line player is not replaced.
- An injured 3<sup>rd</sup> line player is not replaced.
- In case of a second injury, the players are moved up and down the lineup according to their skill level until the team has three lines with three players.
- In case of a third injury, players of the complete lines take turns of consecutive shifts, playing in the line with two remaining players and their own. However, a 1<sup>st</sup> line player may never play in the 3<sup>rd</sup> line and vice versa. Line change procedure for an athlete playing double shifts is defined in chapter 6.1.

If a goaltender gets injured, the other goaltender plays all remaining shifts. The goaltender is not allowed to play the puck during a goaltender change until another player from either team has touched the puck.

In the event that both or your sole goaltenders of a team are or is injured during a game, one of the goaltenders of the other teams playing (with two goaltenders) in the other field of play, will play the rest of the remaining game for the team without a goaltender.

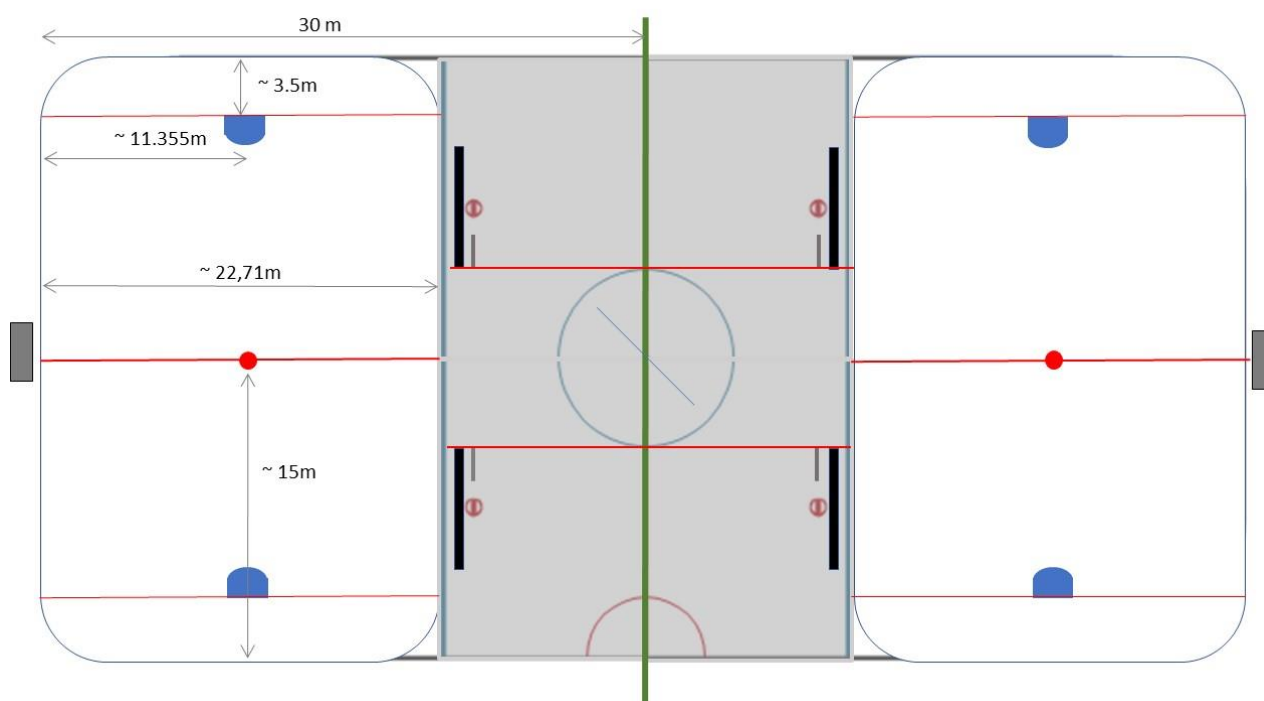
The same principle applies if a team has both goaltenders injured at the start of the game.

## 4 Field of Play

A game is played in an end zone of a normal ice rink. The game is played cross-ice. As such, two games are played simultaneously. Given that there are no boards at the blue line of a normal ice rink, temporary rink boards are used to separate the field of play from the neutral zone, where the player benches are situated. The field of play is marked with the centre red line including a face off dot, red board to board goal lines and the goal crease.

The fields of play is separated by a netting, indicated by the green line in the figure below.

Note: This figure is just an example, common sense needs to apply depending on the rink we are at depending on size.



## 5 Timekeeping - Edited to suit IHNSW

### 5.1 Game Duration

A game consists of three (3) 18-minute periods. As such, one game lasts 54 minutes and thus, 54 one-minute (1) shifts are played in each game.

The intermissions between the periods is two (2) minutes which automatically starts immediately after the expiration of the respective period.

In the event there's 4 teams playing, a round robin style will switch team matchup for each period.

### 5.2 Clocks

One single clock is used for both games. The clock runs down from 18:00 to 00:00. The game is played with no stoppage of time and therefore, unless a major incident happens, the clock runs down smoothly for 18 minutes.

To indicate the line changes, the end of a shift is announced by three (3) beeps (3, 2 and 1 second left on the clock) and concluded by a buzzer sound at xx:00 seconds. The buzzer sound for line changes is different than the end of period, end of game or stoppage of play buzzer.

In case of ice or glass breaking, or another unforeseen incident forcing one game to be interrupted, both games will be stopped. The affected game is stopped immediately, the game in the other field of play at the next line change. In case of a serious injury, both games are stopped immediately. It is at the discretion of the game officials and game operations managers to interrupt the game and give the signal to stop the clock for both games. The game will be resumed with the next shift, starting at a full minute.

In case the goal net is dislocated and can be put back in place quickly, no stoppage of clock is necessary. If an incident is to take longer than one (1) shift to be resolved, the game in the other field of play stops at the next line change (xx:00 buzzer). This is indicated by a buzzer, as well as verbally through the game operations manager. The next lines start the new shifts as soon as the incident is resolved.

## 6 Rules

### 6.1 Line Changes

60 seconds after the initial puck-drop, a buzzer signals a line-change. The skaters on the ice cannot touch the puck after the buzzer and they must immediately skate to the player bench. The first two (2) players of the next line are allowed to enter the ice as soon as the buzzer signals the line-change. The third player must wait until all players of the previous line are in the 1.5m changing zone. Only then the third player may enter the ice. Players are not allowed to jump over the boards and therefore must use the gates. An infraction to the above-mentioned rules results in a minor penalty call.

In case a face-off needs to be taken just before a line change, it is in the game officials' discretion to wait for the new shift and lines to conduct the face-off.

A minor penalty is called, in case a player intentionally touches the puck after the buzzer. The players leaving the ice have to give way to the players of the new lines. Infractions result in a penalty call against the team of the player leaving the ice.

The goaltenders change every 8 minutes. In these line changes, goaltenders enter the ice first. During a normal line change, goaltenders are allowed to touch the puck. However, when the goaltenders change (shift 9, 25 and 39), touching the puck after the buzzer is not allowed for the leaving goaltender. An infraction results in a minor penalty.

An injured player may leave the ice prior the buzzer and can be replaced by a player of the same line or another player as indicated in chapter 3.4.

A player taking a double shift is not allowed to play the puck until another player from either team has touched the puck.

## 6.2 Face-offs

**Face-offs** only apply,

- at the beginning of a period
- if the puck is out of field of play
- after a major penalty
- if another extraordinary reason forces the game official to stop the game

Opening face-offs are conducted at the face-off dot. Players stand in their own end. All other face-offs can be conducted anywhere solely at the game officials' discretion. Players may stand anywhere during the faceoff, but with a minimum of two (2) meters from the players taking the face-off.

After a goal is scored, the goaltender gathers the puck and the play resumes as described in chapter 6.3.

## 6.3 Goaltender Freezing the Puck

If a goaltender freezes the puck, the game official blows the whistle. The attacking team has to retreat, meaning that all attacking players have to be in a motion, with reasonable effort, moving towards their own net. The goaltender has then immediately to release the puck and move it to a team member. The attacking players can forecheck,

- when a skater of the opponent is in possession of the puck.
- if the goaltender initiates a pass, allowing an interception.
- in case the goaltender is moving forward, stickhandling the puck.

If the goaltender is not putting enough reasonable effort to promptly put the puck back to play, a minor penalty is called.

## 6.4 Icing and Offside

There is no icing nor offside.

## 6.5 Penalties

Penalties as indicated in the IIHF Rule Book apply. As in women's ice hockey, body-checking is not allowed in the men's category either. For severe rule violations, major penalties apply as indicated in the IIHF Rule Book. The game officials do not have to specify the reason for the

penalty (e.g. tripping).

In addition to the rules indicated in the IIHF Rule Book, a minor penalty is called if a player touches the puck after the buzzer indicating the line change.

Goaltenders may touch the puck during normal line changes. However, during the goaltender line changes (shift 9, 25 and 39), the same rules apply for the leaving goaltender as they do for the players.

A penalty is not assessed to a player but to the player's team. Minor penalties are not served directly after the rule violations occur. The penalized player stays on the ice and the play continues. The penalty is served in the next shift.

#### 6.5.1 Minor Penalty

The duration of a minor penalty is the following shift and as such one minute. If a goal is scored by the team playing power-play, the penalty does not end.

The offending team shall not gain advantage out of a rule infraction. In case the penalized team gains immediate possession of the puck after the rule violation, the game officials blow the whistle and the game flow stops.

If the non-offending team keeps possession and control of the puck, the game officials does not stop the game, letting the non-offending team continue to play.

If a stoppage of game flow occurs, the puck is given to the non-offending team and the play resumes when the game officials gives the signal. The signal is given when the non-offending team has possession of the puck in their own half. All players of the offending team must be in their own half or in motion moving towards their own net.

A penalty is never be waived off, even if a goal is scored immediately after the rule infraction occurred.

#### 6.5.2 Major Penalty

When a major penalty is called, the game flow stops immediately. The penalized player must leave the ice and go to the dressing room. The play continues with a face-off.

The duration of a major penalty is the remainder of the shift plus the three (3) following shifts. A major penalty results in the immediate expulsion of the player from the game. After the penalty has been served, the lines shall be rearranged according to chapter 3.4 above.

Major penalties are automatically evaluated by an ad-hoc Disciplinary Board appointed by the Chairman or Chairwoman. When deemed necessary, the IIHF Disciplinary Code will be applied, and the player suspended for one or more games.

### 6.5.3 Serving Penalties

If a minor penalty is called,

- the play may or may not continue without stoppage of the game flow.
- the penalty is served in the next shift by the next line.
- if a second (or more) penalty during the same shift is called against the same team, the first penalty is served in the next shift and the second (or more) will be served in the subsequent shift(s) after.
- the penalties are accumulated and served in the next possible shift. In case of more than one penalty is to be served in the last shift of the game, the end of game penalty scenario is to be followed (see chapter 6.5.4).

In the next shift following a penalty, the team with the penalized player can send only two (2) players on the ice. The rotation within the line must be taken into consideration (see chapter 6.1). The entire shift must be played with two (2) players, even if one or more goals are scored.

In case that both teams must serve a penalty in the same shift, the penalties are neutralized.

The following table illustrates example scenarios:

Shift	Line	Team Blue	Team Red	Situation
1	3	1 penalty called against	0 penalty	3-on-3
The penalty of Team Blue will be served in the next shift. Next shift: 2-on-3.				
2	2	0 penalty	0 penalty	2-on-3
No penalty called in this shift. Next shift: 3-on-3.				
3	1	1 penalty called against	1 penalty called against	3-on-3
One penalty each. Penalties are washed out. Next shift: 3-on-3.				
4	3	2 penalties called against.	1 penalty called against.	3-on-3.
One penalty each is washed out. Blue with 1 penalty to serve in the next shift. Next shift: 2-on-3				

5	2	1 penalty called against	0 penalty	2-on-3
The penalty of Blue will be served in the next shift. Next shift: 2-on-3.				
6	1	0 penalty	0 penalty	2-on-3
No penalty called in this shift. Next shift: 3-on-3.				
7	3	0 penalty	2 penalties	3-on-3
Two penalties against Red. Penalties to be served in the next two shifts. Next shift: 3-on-2.				
8	2	0 penalty	0 penalty	3-on-2
No penalty called in this shift. One remaining penalty from shift 7 against Red. Next shift: 3-on-2.				
9	1	0 penalty	0 penalty	3-on-2
No penalty occurred in this shift. Resulting situation for next shift: 3-on-3.				
10	3			3-on-3

#### 6.5.4 Penalty Shot

There are no penalty shot calls during the game. Penalty shots are only taken as part of the end of game penalty scenario (see chapter 6.5.5) or penalty shot shootout (see chapter 7).

Penalty shots are to be conducted as per IIHF Rule Book, except for the player starting from the opposite goal crease with the puck in possession. The goaltender of the shooting team shall wait in front of the player bench.

#### 6.5.5 End of Game Penalty Scenario

For every remaining penalty that cannot be served in the last shift, the opposing team receives one (1) penalty shot. The penalty shots are taken at the end of the game. Penalty shots can be washed out in case both teams have penalties left to serve. The home team shoots first.

All minor penalties called in the last shift automatically result in one (1) penalty shot each for the opposing team. All major penalties in the last shift automatically result in three (3) penalty shots each for the opposing team.

Goaltenders must change after each penalty shot, unless one goaltender is injured or was expelled from the game.

Example: If in the second last shift (shift 47), Team Blue gets two (2) penalties called against, then one penalty can be served in the last shift (shift 48), resulting in a 2-on-3 situation. The other remaining penalty is converted into a penalty shot and taken at the end of the game. The penalty shots can be taken by any player of the team, allowing a player to take more than one penalty shot.

## **7 No End of Game Shootout for TIEs**

## **8 Resurfacing and Ice Service Team - Delete redundant**

## **9 Coaching**

Each team has a coach assigned by the IIHF to ensure that the games are operated in an orderly and fair fashion. During the games, including intermissions, only assigned Staff is allowed on the ice. This includes the NOC members volunteering as Team Managers or Equipment Managers.

There are no coaches' challenges and no time-outs.

## 10 Officiating

There are two game officials in each game with similar responsibilities. Because generally the game does not stop nor pause, they do not need to determine goal scorers or assists. In addition, they do not need to officially specify the rule infraction and assess the penalty to a specific player.

There is no video goal judge, no goal judge nor video review. The game officials have to decide in real time and indicate goal or no-goal.

## 11 Off-ice Officiating and Statistics

Each timekeeper bench is located opposite to the player benches with clear view on the game. As there is no stoppage of time and generally no stoppage of game flow, goals and penalties must be spotted, registered and processed on the fly. Paying respect to the rhythm of the game and the spirit of the YOG, only minimal statistics are collected.

## 12 Miscellaneous

Music is played throughout the games to make it more entertaining for the audience.

There are no usual ice hockey announcements following goals or penalties. However, there is an in-house MC commentating the games and entertaining the audience.