

## 3 ON 3 PRE SEASON CHALLENGE REGISTRATION FORM

PLEASE COMPLETE FORM AND SEND WITH APPROPRIATE FEE AMOUNT TO:  
 HOCKEY TIME PRODUCTIONS, PO BOX 147, CHAGRIN FALLS, OH 44022  
 (FORM CAN BE USED AS A TEAM, INDIVIDUAL OR GOALTENDER REGISTRATION)

CIRCLE ONE:      TEAM                  INDIVIDUAL                  GOALTENDER

TEAM REGISTRATION: \$295 (1 CHECK OR INDIVIDUAL PARTICIPANT CHECKS SUMMING TO \$325)  
 INDIVIDUAL PLAYER REGISTRATION: \$85 (INDIVIDUALS WILL BE PLACED ON A TEAM OF SIMILAR AGE AND SKILL)  
 GOALTENDER: \$65

### TEAM INFORMATION SECTION (TO BE COMPLETED ONLY IF REGISTERING AS A TEAM)

TEAM NAME \_\_\_\_\_ TEAM CONTACT \_\_\_\_\_  
 PHONE (HOME) \_\_\_\_\_ (WORK) \_\_\_\_\_  
 (CELL) \_\_\_\_\_ (EMAIL) \_\_\_\_\_



### PLAYER, DIVISION & CLASSIFICATION INFORMATION SECTION (TO BE COMPLETED BY ALL PARTICIPANTS)



CIRCLE ONE:    MITE 01 & YOUNGER    SQUIRT 99-00    PEE WEE 97-98    BANTAM 95-96    MIDGET 91 & YOUNGER

CIRCLE CLASSIFICATION:      AAA      AA      A

PLAYER NAME _____	08-09 TEAM: _____	D.O.B. _____
Parental Contact _____	Email _____	
Phone (Home) _____	(Work) _____	(Cell) _____
PLAYER NAME _____	08-09 TEAM: _____	D.O.B. _____
Parental Contact _____	Email _____	
Phone (Home) _____	(Work) _____	(Cell) _____
PLAYER NAME _____	08-09 TEAM: _____	D.O.B. _____
Parental Contact _____	Email _____	
Phone (Home) _____	(Work) _____	(Cell) _____
PLAYER NAME _____	08-09 TEAM: _____	D.O.B. _____
Parental Contact _____	Email _____	
Phone (Home) _____	(Work) _____	(Cell) _____

**Deadline for registration is August 21, 2009.**  
 Late applicants welcome but are subject to availability and late fee.

## HOCKEY TIME PRODUCTIONS 3 ON 3 PRE-SEASON CHALLENGE & SKILLS COMPETITION



## **3 ON 3 PRE SEASON CHALLENGE & SKILLS COMPETITION**

**AUGUST 29 & 30, 2009**

**Mite, Squirt, Pee Wee,  
 Bantam & Midget Divisions!**

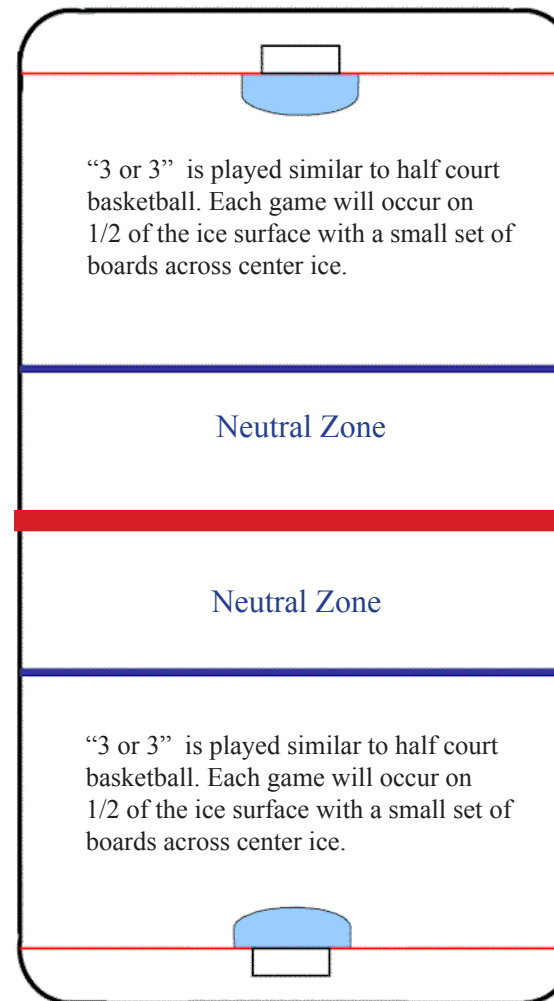
**Team & Individual  
 Registrations Welcome!**

3 player minimum per team  
 4 player maximum per team  
 2 goalies per division  
 (Goalies are not associated with a team but  
 compete against other goalies.)



**INFORMATION HOTLINE**  
 1-216-325-0567  
[www.itshockeytime.com](http://www.itshockeytime.com)  
[www.gilmourarena.com](http://www.gilmourarena.com)

### RINK LAYOUT



## TOURNAMENT FEATURES

- 5 Game Guarantee Plus Skills Competition!
- Convenient double-header “back to back” format for all games and activities!
- Individual awards for champions & finalist in each division ! Top goaltender is recognized too!
- Skills competition featuring: fastest skater, hardest shot, stick handling and “breakaway” competitions!
- Individual awards for top 3 performers in each division! Top Goaltender awards as well!



## 3 ON 3 OVERVIEW

3on3 is an “offensive/defensive” transition game, similar to half court basketball where both teams shoot at the same goal. **A team is eligible to score only while on the “offensive”.**

“Offensive” status is achieved when a team is either awarded the puck in the neutral zone by a procedural rule or it gains possession while on the defensive and successfully “transitions” to the neutral zone. Successfully transitioning to the neutral zone simply means that the team crosses the blue line while in possession of the puck or successfully passes to a teammate in the neutral zone. Upon gaining the neutral zone the team is deemed on the “offensive” and eligible to score.

## STANDINGS TIE BREAKERS

1. Total points, 2 points per win, 1 point per tie.
2. Head to Head Competition
3. Goal Differential
4. Least goals against.

## 3 ON 3 RULES

- U.S.A. Hockey Rules apply unless specified.
- 4 Players per team maximum, 09-10 season eligibility rules in effect.
- Offside rules are in effect. “The “tag up” rule for offsides will be used.
- All games are non-contact.
- Shooting the puck out of play, i.e. over the boards, is considered a penalty regardless of intent.
- All penalties will result in a penalty shot being awarded to the non-infracting team.
- All major penalties will result in two penalty shots being awarded to the non-infracting team. Furthermore, a major penalty is an automatic game misconduct. If the assessment of the game misconduct and subsequent disqualification of the infracting player places his/her team below 3 players they may elect to continue play with only 2 players.
- All games are running time clock, 25 minutes in duration, with the last minute of each game being stop time if a two goal differential or less exists.
- No time outs are permitted.
- A warm up period of 3 minutes will be permitted prior to the start of the first game only.

## POSSESSION RULES

- All possession awards take place in the neutral zone area.
- Possession to start a game is based winning a pre game coin flip.
- Possession after a goal has been scored is awarded to the team that has been scored upon.
- Possession is awarded to the non-infracting team on an offside stoppage of play.
- Possession is awarded to the non-infracting team when play is stopped due to a puck being inadvertently deflected out of play.
- Possession is awarded to the offensive team when a goaltender deflects or shoots a puck out of play or covers the puck.
- Possession is awarded to the recipient/non-infracting team in a penalty shot situation when the shot is unsuccessful.
- Possession is awarded to the non-infracting team when a team in possession in the neutral zone does not attempt to advance the puck in a timely fashion.

## OTHER SITUATIONS WHILE A GAME IS “IN PROGRESS”

--A member of the defensive team gains control of the puck and crosses the blue line in possession of the puck or passes it to a teammate in the neutral zone (area between blue line and red line). Once this condition has been met the team may reenter the offensive zone and attempt to score. In a situation where the puck is “turned back over” prior to a defensive team gaining the neutral zone, the reacquiring team is still on the offensive and may resume their attack without clearing the offensive zone area.

--A team gains control of a contested loose puck in the neutral zone. “Loose puck” situations in the neutral zone will come about by errant passes, deflections, rebounds, etc and will be indicated verbally to participating players by the referee. Upon a particular team gaining control of a “loose puck”, the referee will identify which team is deemed in control of the loose puck-for example, “Possession, Red! Upon identification, play does not stop. However, the team not awarded possession must immediately leave the neutral zone and may not reenter until the puck has been shot or carried into the offensive zone.

## SKILLS COMPETITION OVERVIEW

In addition to the tournament games all participants will be eligible to participate in the Skills Competition that will immediately precede the championship and consolation games. The Skills Competition will consist of 4 events; “Hardest Shot”, “Fastest Skater”, “Stick handling” and “Breakaway”. Points will be awarded to each player based on his/her results in each event. The points will be totaled and the top 3 finishers will receive awards. The top goaltenders, based on save percentage in the “Breakaway” competition, will also receive awards.

**Hardest Shot:** Each player will take three shots into a net with each shot speed being measured by a radar gun. The highest measurement of the 3 will be the shot of record.

**Breakaway:** This competition is for the goalies as well as the skaters. This competition will have each skater taking at least two attempts on a breakaway. Players making both of their attempts will advance to the “make or break” elimination round. This round continues until a winner is determined. The Top Goaltender Award will be based on save % in the “Breakaway” competition.

**Fastest Skater:** This event is a straight sprint that is timed. Participants will get one attempt with their time being recorded. The skater with the fastest time is the winner.

**Stick Handling:** All participants will have one attempt to stick handle through a series of pylons. The player with the fastest time will be declared the winner.

**The Top Goaltender Award** will be based on save % in the “Breakaway” competition.

