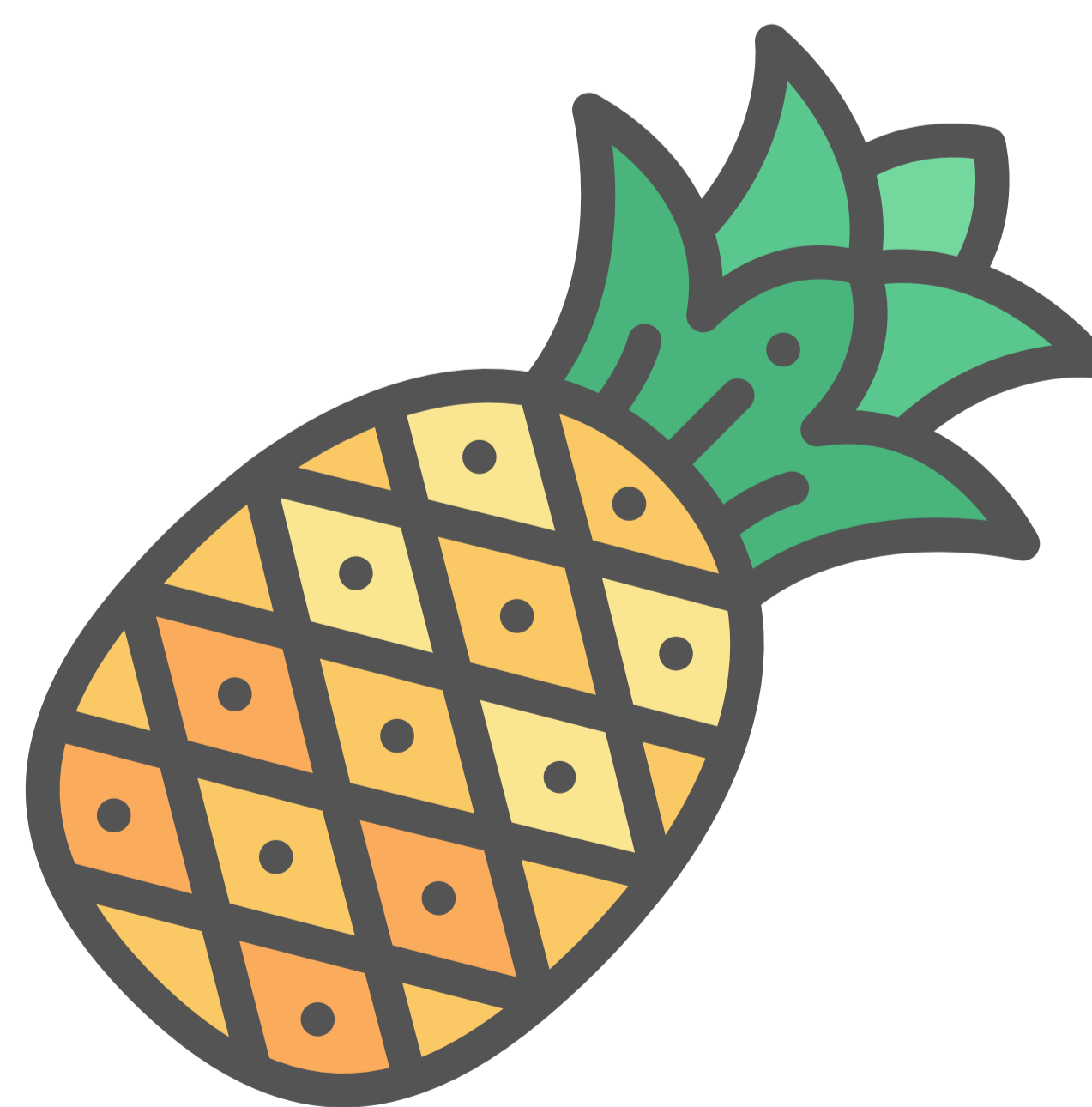




## **Pineapple League - 3v3 Full-Ice**

Quick key rules and procedures  
Player gear minimum requirements





# Pineapple League - 3v3 Full-Ice

Quick key rules and procedures cheatsheet



## Time management

15-minute game slots for all games.  
1 x 14-minute games with a one-minute changeover.

We must manage the time strictly to fit all the games within the time frame. The clock will start on time even if teams are not ready. Please ensure that all teams are ready to go on the ice 5 minutes before the end of the previous game.

All player changes are done on the fly because play never stops.

## Game Rules

- No icing.
- No time-outs or stop time.
- No bodychecking.
- Off-side is On and called as per IIHF hockey rulebook.
- Face-off at centre-ice to start games.
- Face-off for puck out-of-bounds or stoppage of play due to injuries as per IIHF Rulebook.
- No face-offs after goals, freezes or offsides (see goaltenders must play the puck procedures).

## Standings and Playoffs

6 teams competing in round-robin.  
Points will be awarded during round robin at 2 points for a win, and 1 point each for a tie.  
All teams make the playoffs, but the top 2 seeded teams go straight into the semi-finals.  
The quarter-finals are Seed 3 vs. Seed 6 (winner plays Seed 2) and Seed 4 vs. Seed 5 (winner plays Seed 1). Then, SF winners play each other in the grand final.

Playoffs Tiebreaker: 2-minute sudden death overtime, then 3-player shoot-out if still tied.

## Penalties

Penalties are called as per the IIHF hockey rulebook.

A player called a major penalty is immediately removed from the game and all subsequent games until the league commissioner has time to review and decide if supplementary discipline is needed.

**All penalties are served as a Penalty shot** (see special penalty shot procedures below)





# Juicebox League - 3v3 Full-Ice

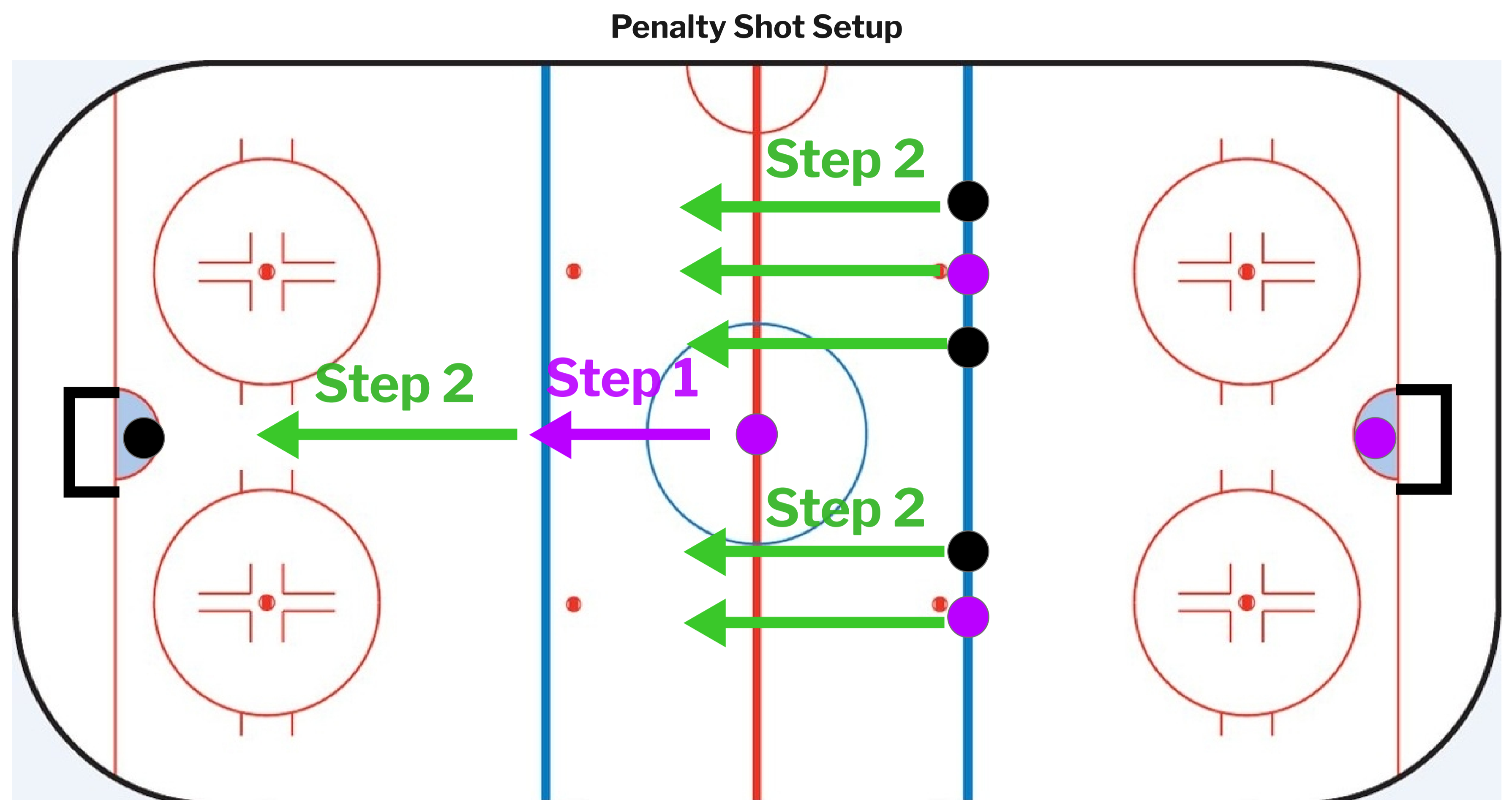
Quick key rules and procedures cheatsheet



## Special penalty shot procedures

The player taking the Penalty shot is on centre ice with the puck, and all the other players are on the far blue line.

(STEP 1) The referee will blow the whistle and allow the shooter to take his/her shot.  
All other players stay still on their blue line.



(STEP 2) The shooter crossed the other blue line so all players can now move but must not interfere with the shooter or the penalty shot.

If the shooter scores or the goaltender saves by capturing the puck, then the “Goaltenders must play the puck procedures” are in effect.

If the puck rebounds and becomes loose, the game resumes immediately as normal, and all players can play. **Thus, our rules allow for a rebound goal by anyone.**

## Goaltenders must play the puck procedures

When play is stopped due to either the **goalie freezing the puck, a goal is scored or offside** is called, the referee will blow their whistle as normal and will signal the attacking team players to vacate their attacking zone.

The defending **goaltender must retrieve the puck and move it to a team member** to initiate the breakout.

**In the case of an offside**, the attacking team player must immediately pass the puck (not shoot) to the defending goaltender. (no goal can be scored on this play)

Once all the attackers have exited the attacking zone at one time (like a delayed off-side procedure), the attacking players may re-enter the zone. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty for the offending team. Unless the defending team exited their defensive zone with the puck already.

**The goaltender with the puck does not have to wait for anything to initiate the team breakout as soon as possible and catch the other team celebrating a little too long.**

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





# Juicebox League - 3v3 Full-Ice

Quick key rules and procedures cheetsheet



## Minimum Player Gear Requirement



## Minimum Goalie Gear Requirement

