The Last Shift 3v3 Tournament Rules

All teams are guaranteed three games. Each game will have two 12 minute periods. Teams will be made up of 6 players. Upper division teams can be made up of yellow and green ranked players with a minimum of two green ranked players. Lower division teams will be composed of green and blue ranked players. Each team must have a minimum of two blue ranked players. Players must have current membership with USA Hockey and must be in good standing with the Tulsa Adult Hockey League.

No goalies are needed. The tournament will use pond hockey goals.

Teams will referee their own games. A minor penalty results in a point and possession for the non-offending team. Any disputes will be decided by the score keeper.

Any Major infraction, which includes any action that could possibly injure a player, will result in the player being ejected from the tournament. The team that received the ejection will play the remainder of the game short-handed (2 v 3) and the ejected player will not be allowed back into the tournament. All remaining games may be played (3 v 3). Off-ice scorekeeper will act and be trusted as official testimonial to tourney mgmt.

Abuse of scorekeepers will be considered a major infraction. This includes yelling, arguing or swearing about calls and/or at scorekeepers.

1. All games are self-started at center ice. Teams will switch goals after the first half. All players must wear what they would wear during normal league play.
2. No checking is allowed. Such action will result in a major penalty and ejection of player.
3. No slap shots allowed.
4. Players can not fall or lay down on the ice in effort to protect the goal area.
5. No goalie equipment or goalie sticks permitted. Goaltending is not allowed. A player may not patrol, camp out or remain stationary in the crease area and act as a goaltender. A defender may deflect the puck in the crease area, but the defender must do so while continuing to move through the crease area. The crease area is defined as an imaginary box extending about four feet from the outside corners of the goal. Extensive goaltending will be reported to tourney management and addressed with the team/player.
6. Contacting the puck with a stick above the waist should result in a loss of possession.
7. Raising the puck intentionally should result in a loss of possession. Saucer passes below the waist are accepted.
8. If a puck goes out of bounds, the last team to touch it loses possession. During a reset, the defending team must retreat to their defensive zone.
9. There is no off-sides or icing calls.
10. Goals can be scored from anywhere inside the rink.
11. Scorekeepers will call out the score after each goal.

12. Teams must give opponents 1/2 ice after a goal is scored. Once attacking team begins forward motion, defending team may once again advance.
13. Games are composed of two 12 minute halves and a 2 minute half time.
14. In the event of a tie during both round robin and championship play the game will move to sudden death format. The game will start with a face-off.
15. Must be 21 years of age to drink alcoholic beverages.
16. Players can only play on one team.
17. The Zamboni will clear the ice after three games have been played on each half of the rink.
18. Team captains are the only players to discuss disputes with tourney management.
19. Team captain from each team must sign score card after each game.
20. Teams are limited to 6 dressed players maximum per game. If a player leaves the tournament for any reason the team will play with the remaining players. There will be no substitutes allowed once the tournament starts.