

**John J McMahon Jr. Roller Hockey Club Spring League and Summer Camp Presents:  
The 3 on 3 Summer Kick Off Classic!**

Thank you for continuing to support your local volunteer driven roller hockey league. This tournament is a new idea that is designed to give kids a chance to participate in a fun and exciting tournament with their friends at a minimal cost. We are very encouraged by the strong registration for the first year of this event. We want this to be a positive experience for all so please act responsibly at all times on and off the rink.

Thank You,  
John Daley  
Tournament & Summer Camp Director

**Rules: (Standard USA Hockey inline rules apply for all penalties and infractions unless otherwise noted below)**

1. Teams must be ready to play 10 minutes before scheduled time. **If the games are running early, the game will start at most 10 minutes before the scheduled time.** If a team is not ready to play the clock will begin to run and the team will be assessed a delay of game penalty. Teams may start play with 2 skaters, but not 1 skater. **The clock will start running for the first game at 8:05am regardless of any situations.**
2. Games will have 8 minute running time periods. There will be a period break of no more than one minute and no less than 30 seconds. The clock will be stopped in the last 2 minutes of the 3rd period of any games within 2 goals but not in tie games. Normal offsides and icing rules apply.
3. All teams must bring 2 colors of matching jerseys.
4. Round Robin games may end in a tie. Playoff games will have a 3 minute sudden death running 2 on 2 period, then a sudden death shootout. All players must shoot before anyone can shoot a 2nd time in the shootout. If all players shoot the players must shoot in the same order in the following rounds.
5. No goaltenders may be changed during a game, except for injury. Once a goaltender leaves for an injury he may not return to the game as a skater or as a goaltender for that game. This rule does not apply to "pulling" goaltenders for extra attackers in the 3rd period.
6. There are no time outs.
7. Teams may have one penalty per period without any penalty. Every penalty after 1 in a period will result in a penalty shot. The clock will run during the penalty shot. The faceoff will stay deep after a missed penalty shot. There will never be a 3 on 2 powerplay situation.
8. Clarification: All high sticking infractions will be brought to the deep face off circles. Hand passes will be brought to the nearest dot, except defensive to defensive zone hand passes, which are legal. You may hook an opponents stick below the waist but not near or on the players' hands. Lifting a players stick above his head is not a high sticking penalty unless there is contact to the head.
9. Tie breakers: 1. Head to Head 2. Goals against 3. Coin flip
10. The tournament director has final say on all rules and disagreements. There will be a "zero tolerance" toward fighting or abuse of officials by players, parents, and coaches. Act accordingly. All questions should be directed to John Daley.