

## Rule variances for 3 on 3 Leagues

UKIHF are including the use of 3 on 3 games (3x3) in UKIHF leagues where the rink size is deemed inadequate for a full 4 on 4 game (4x4). Or where player availability in general is too low to support full strength teams, for example in developing areas.

In tournaments the rules may be applied differently per tournament, and should be outlined in the tournament template, referencing this addendum where required.

Whatever rulings are deemed appropriate should remain consistent for the whole league, or on agreement from all teams, changes introduced at a point where all teams have played the same number of games against the same teams.

### 1. Penalties

If space is a consideration and the room for proper time keeping and penalty boxes is limited, then the use of penalty shots instead of box penalties for **minor** infringements is an option. If this is taken, the full penalty and associated disciplinary tally should still be recorded against the player. The 3 minors within a game produces a misconduct, and 3 stick penalties within a game, produces a game ejection, rules should still apply.

Where not using simply penalty shots for minor infractions as above the following, and the preferred method, needs to be used.

Penalty awards and stacking will need to be applied differently to the 4x4 format. The minimum number of players a team can have on the pitch at any time is 3 including the netminder as in 4x4. This means penalty stacking will happen more frequently and is less of a penalty near the end of a game unless an additional penalty is applied.

Therefore, where a team has a one or more players already in the penalty box, then receives another penalty in the last 2 minutes of the game, the offending player will be sent to the penalty box and a penalty shot awarded to the opposing team. Scoring of the penalty will cancel the oldest **minor** penalty if not even-handed. Where even-handed no player is released. Coincidental and Misconduct penalties are not to be taken into consideration for release.

Where a coincidental penalty is awarded in the last 2 minutes no penalty shots are to be awarded for these infractions.

Where a player is sent for an infringement and another player is already in the penalty box serving a 2+2 penalty, the second part of the 2+2 must be served or annulled before the new players penalty starts.

Each additional penalty in the last 2 minutes should be treated the same. If a team is unable to field 2 out-players and a netminder or 3 out-players, then the game will be forfeit at either the current score or 5-0 whichever is more favourable to the opposing team.

## **2. Time & Space considerations**

The normal time for a Senior game within UKIHF is 2 x 20 minutes and Junior 2 x 15 minutes. Changes to this can be made for a variety of reasons and as long as it remains consistent across the League season then it will be acceptable. As an example: - where a 3x3 senior league has a limit on the number of players due to available bench size then altering the time to 2 x 15 is reasonable. Rink time availability may be a factor too.

Consistency, public and player safety must be considered paramount for all decisions made.

## **3. National Championships Entry**

Regardless of the format of the league, it will provide at least one place into the Senior National Championships. This may be at A, B or C level depending on the level of the league.

There is no National Championships at Junior levels in UKIHF at the moment as there is only one consolidated Junior Region, Midlands, which runs leagues at U8, U10, U12, U14, and U16. Sadly, no U18s this year. This will no doubt change in the future as we grow, and more regional access to rinks becomes available.

Participation at National Championships will be in the 4x4 format.

#### 4. Penalty scenarios and explanations

##### Scenario 1. Stacked penalty not in the last 2 minutes

Period	Penalty Type/len.	Player No.	Offence	Time in	Time Start	Time Out	Time Out	Additional Info
2	Min 2	23	tripping	11:01	11:01	13:01	13:01	
2	Min 2	34	xcheck	12:15	13:01	15:01	15:01	

In this example the second penalty starts when the first one finishes. No goals were scored so both penalties run their full length with the second starting when the first finishes.

##### Scenario 2. Stacked penalty not in the last 2 minutes – early release due to goal scored

Period	Penalty Type/len.	Player No.	Offence	Time in	Time Start	Time End	Time Out	Additional Info
2	Min 2	23	tripping	11:01	11:01	13:01	12:31	Goal scored
2	Min 2	34	xcheck	12:15	12:31	14:31	14:31	

In this example, a goal is scored at 12:31 and as the teams are not even-handed it cancels the penalty. The second penalty starts from the time the goal is scored 12:31. If the teams were even-handed then no early release would happen.

##### Scenario 3. Stacked penalty in the last 2 minutes. Penalty shot scored

Period	Penalty Type/len.	Player No.	Offence	Time in	Time Start	Time End	Time Out	Additional Info
2	Min 2	23	tripping	17:31	17:31	19:31	18:15	Pen shot scored
2	Min 2	34	xcheck	18:15	18:15	End	End	Pen shot awarded

In this example, a second penalty is awarded within the last 2 minutes of the game. The clock **must** be stopped regardless of the goal difference. As the effect of the penalty is lessened by the on-rink personnel remaining at 3 including the netminder, a penalty shot will be awarded in addition to the players minor penalty. If it is scored the first player serving a penalty will be freed as it is a minor, and the second penalty time will start. **If it is not scored the player remains in the penalty box.**

#### Scenario 4. Stacked penalty in the last 2 minutes – penalty shot missed

Period	Penalty Type/len.	Player No.	Offence	Time in	Time Start	Time End	Time Out	Additional Info
2	Min 2	23	tripping	17:31	17:31	19:31	19:31	
2	Min 2	34	xcheck	18:15	19:31	End	End	Pen shot awarded/missed

In this example, a second penalty is awarded within the last 2 minutes of the game. The clock **must** be stopped regardless of the goal difference. As the effect of the penalty is lessened by the on-rink personnel remaining at 3 including the netminder, a penalty shot will be awarded in addition to the players minor penalty. The penalty is not scored so the player remains in the penalty box.

#### Scenario 5. Stacked penalty in the last 2 minutes with the first penalty being a Major

Period	Penalty Type/len.	Player No.	Offence	Time in	Time Start	Time End	Time Out	Additional Info
2	Maj 5	23	Roughing	17:31	17:31	End	End	
2	Min 2	34	xcheck	18:15	18:15	18:15	18:15	Pen shot awarded/scored

In this example, a second penalty is awarded within the last 2 minutes of the game. The clock **must** be stopped regardless of the goal difference. As the effect of the penalty is lessened by the on-rink personnel remaining at 3 including the netminder, a penalty shot will be awarded in addition to the players minor penalty. If it is scored the first player serving the penalty cannot be freed as it is a major, so the second penalty will be recorded against the player as served.

Where teams are even-handed once the penalty is awarded, then the scoring of the penalty shot does not release any player.