

# U9 3v3 Memorial Hockey Tournament

## Tournament Rules & Guidelines

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### 1. Our Purpose

This tournament is held in loving memory of **Dante Caranci** and reflects the values he embodied: kindness, teamwork, joy, and sportsmanship. The primary goal of this event is to provide young players with a positive, safe, and fun hockey experience while bringing families and the community together in Dante's honour.

We thank all parents, coaches, and spectators for helping us create an environment where every child feels supported, respected, and proud to play.

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### 2. Core Principles

- Fun comes first
  - Safety is always the priority
  - Respect for players, officials, and families is expected
  - Learning and development are encouraged
  - This is a **non-contact** event
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### 3. Eligibility & Event Format

#### Event Format

- **Age Group:** U9 (Under 9)
- **Game Style:** 3-on-3 hockey
- **Ice Format:** Single shared outdoor rink surface
- **Officials:** Certified referees

#### Divisions

Registration is open for **U9 division only**.

For the **February 13–14, 2026 tournament**, players with the **2017 birth year** are permitted to participate.

## Tiers

This tournament is created for **U9 competitive play**.

Tournament tiers are estimated to be the following calibre:

- **T1:** Players excelling in their age group (e.g., Elite / AAA)
- **T2:** Players in the mid-pack of their age group (e.g., AA / U9 MD)

Teams should register in the tier that best reflects their current level of play. The intention is to create balanced games where all players can participate meaningfully.

Tournament staff decisions regarding divisions and placement are **final**.

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## 4. Behaviour & Conduct Expectations

### Parents & Spectators

- This is a youth memorial event.
- Parents and spectators are expected to demonstrate respectful and positive behaviour at all times.
- Coaching from the stands, verbal criticism, or aggressive behaviour toward players, officials, or other families is not permitted.

We ask all adults to model the behaviour we hope to see in our players.

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### Non-Contact Policy

This is a strictly **non-contact** tournament.

- Body checking of any kind is not permitted.
- Accidental contact may result in a stoppage of play or a penalty shot.
- Intentional contact may result in removal from the game for player safety.
- Repeated unsafe behaviour may result in removal from further play at the discretion of tournament staff.

Our goal is to keep players safe while allowing them to enjoy the game.

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## Zero-Tolerance Fighting Policy

The Dante Caranci 3v3 Memorial Hockey Tournament is founded on respect, sportsmanship, and the love of the game. To protect the integrity of this event and the safety of all participants, a **zero-tolerance policy** for fighting and abusive behaviour is strictly enforced.

Fighting, attempted fighting, or any form of abusive, threatening, or intimidating behaviour is not permitted at any time. This policy applies to **all participants**, including players, coaches, bench staff, parents, and spectators, and covers **all event areas**, including on-ice surfaces, benches, hallways, dressing rooms, and spectator areas.

Bench staff must remain on the players' bench for the duration of the game unless directed otherwise by an official in the event of injury or incident.

Any fighting or intent-to-injure actions will result in the **immediate removal** of the offending individual(s). Additional disciplinary measures may include:

- Forfeiture of the current game
- Removal of the entire team from remaining tournament games
- Forfeiture of all registration fees

If **City of London Police Services** involvement is required, tournament organizers will fully cooperate with any investigation, including the provision of video footage and witness statements.

This tournament honours Dante's memory by promoting a safe, positive, and respectful environment for every child and family involved.

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## 5. Team Structure & Equipment

### Teams & Roster Size

Team roster sizes are at the discretion of each team. To ensure balanced play and an enjoyable experience for all participants, the following guidelines are recommended:

#### 3v3 Full Ice Teams

- **6–8 skaters + 1 goalie**

These guidelines are intended to promote fair ice time, smooth game flow, and player safety throughout the tournament.

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## Jerseys & Equipment

- Players will be provided a team jersey.
- Numbers are not required.

All equipment required by **Hockey Canada** must be worn, including:

- CSA-approved helmet
  - Full protective gear
  - Jock
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## 6. Venue & Logistics

### Home vs. Away Benches

For all ODR ice games at **Snipe Academy**:

- **HOME bench:** Side closest to the Snipe Academy building
- **AWAY bench:** Side closest to the parking lot

When reviewing the schedule:

- **The first-listed team** is the **AWAY** team
- **The second-listed team** is the **HOME** team

#### Example:

If the game is listed as *Leafs vs. Canucks*

- Leafs → Away bench (parking lot side)
  - Canucks → Home bench (building side)
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### Dressing Rooms

- Dressing rooms are assigned by the venue and are available **30 minutes prior** to scheduled game time.
- Dressing rooms are shared by all teams, with one open dressing room located at the back of Snipe Academy.
- Dressing rooms are available for the duration of your team's play.

Please do not leave valuables in dressing rooms. Teams are asked to treat facilities with care and respect.

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## Game Schedule

The tournament schedule will indicate projected start times for each game. If the tournament is running ahead of schedule, games may begin earlier with the approval of both teams.

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# 7. Game Play Rules

## Game Length & Timing

- All games are **25 minutes run-time**.
- The game clock is set to 25:00 at the scheduled start time and begins counting down immediately.
- No warm-ups (players may skate one quick lap, then proceed directly to the bench).
- No timeouts.
- The clock does not stop for any reason.

At the scheduled start time, teams step onto the ice and line up promptly. The referee will drop the puck once players are ready.

When the clock reaches **00:00**, both teams must exit the ice immediately so the next game can begin on time.

Example:

A 9:00 AM game begins with the clock set to 25:00. The following game begins at 9:25 AM with the clock reset to 25:00.

Tournament organizers reserve the right to adjust game lengths or warm-up procedures if required to keep the event running on time.

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## Number of Players on the Ice

### 3-on-3:

A maximum of **3 skaters + 1 goalie**, or **4 skaters with no goalie**, from each team may be on the ice at any time.

In the event of a **5-goal differential**, the trailing team may add a fourth skater until the score is reduced to within two (2) goals.

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### **Goaltender Play**

- When a goalie freezes the puck, play is stopped.
  - The defending team gains possession after the opposing team clears the zone.
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### **Icing & Offsides**

- There is **no icing**.
  - **Offsides are enforced**.
  - Upon an offside, the defending team gains possession once the attacking team clears the zone.
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### **After a Goal**

Following a goal, all players from the scoring team must clear beyond the centre red line before touching the puck or re-entering the defending team's zone. Failure to do so will result in the defending team being awarded possession of the puck, which will be maintained until the scoring team has fully cleared the centre red line.

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## **8. Scoring & Standings**

### **Scoring**

- The score at the end of each game is final.
  - A maximum **5-goal differential** will be used for scoreboard display purposes.
  - At any point during a game, the scoreboard will display no more than a five (5) goal difference, regardless of the actual score.
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### **Tie-Breaking Formula – Round Robin Games**

#### **Two (2) Teams Tied**

1. Head-to-head result
2. Most wins between the two tied teams
3. Best goal average
  - Total Goals For ÷ (Goals For + Goals Against)
4. Earliest goal scored in the team's first game

### **Three (3) Teams Tied**

1. Most wins
  2. Best goal average for all games played
    - Total Goals For ÷ (Goals For + Goals Against)
  3. Earliest goal scored in the team's first game
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## **9. Penalties & Discipline**

### **Penalties**

All penalties are enforced through **penalty shots** awarded to the non-offending team.

#### **Penalty Shot Format – Chase**

- Shooter starts at the centre dot
- All other players line up on the blue line behind the shooter
- On the whistle, play begins as a live chase
- The shot is uninterrupted and rebounds are live
- Play continues immediately after the shot

The penalty shot must be taken by the player affected by the infraction. If injury prevents that player from shooting, another player who was on the ice at the time of the infraction may take the shot.

#### **Penalty Shot Timing**

- Penalty shots will be taken even if the buzzer sounds to end the game.
  - If either team delays lining up, the referee may restart play at their discretion.
  - The team awarded the penalty shot may decline the opportunity.
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### **Minor Penalties**

Players are responsible for their actions and their stick. Infractions such as tripping, holding, hooking, or slashing will result in **one (1) penalty shot** awarded to the non-offending team.

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## Body Checking

- Accidental body contact: **1 penalty shot**
- Intentional body checking: **2 penalty shots and immediate ejection**
- Intent to injure: **Removal from all remaining games for the day and forfeiture of registration fees**

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## Major Penalties

Any player assessed a major penalty, including unsportsmanlike behaviour toward another player, the bench, or the game, will be immediately ejected.

Tournament organizers reserve the right to remove the player from the event following consultation with game officials. Any player ejected for an intent-to-injure action may also be denied entry to future events.

While this policy is strict, it is clearly communicated in advance. The objective is to provide a safe, respectful, and positive experience for everyone involved.

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## 10. Officials & Authority

### Referees & Officials

All games are officiated by certified referees, including officials from groups such as the **London Referees Group**. Referees assigned are qualified to officiate at the level of play scheduled.

### Game Decisions

In any situation, the referee(s) shall have **full and final authority**.

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## 11. Safety & Compliance

### Alcohol & Drugs



The use or consumption of alcohol or illegal drugs is strictly prohibited at the arena and surrounding public areas. Any such activity observed or reported to arena staff will result in immediate notification of police.

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## 12. Administration

### Changes & Clarifications

Tournament staff reserve the right to adjust rules or schedules as needed to ensure a safe, fair, and enjoyable experience for all participants. Respectful communication is always welcome.

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## 13. Thank You

Thank you for being part of the **Dante Caranci Foundation U9 3v3 Memorial Hockey Tournament**. Your cooperation and positivity help honour Dante's legacy and create a joyful and meaningful experience for every child on the ice.

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**Updated: January 5, 2026**