



Mite Mania Tournament rules

This tournament is governed by USA Hockey rules and regulations.

To maintain the integrity of the Mite Mania tournament and the intent of USA Hockey, the Zero Tolerance Policy will be in effect for all games for the duration of the tournament. Any player, parent or coach found to be in violation will be asked to leave the facility.

Length of Games

All games shall consist of 3- 12 minute periods with a 50 Minute curfew clock for all preliminary games. There is a 3 minute warm up. There will be no overtime in the preliminary or consolation games. There will be a 5 minute sudden victory overtime in the championship games. If still tied, there will be a 5 player sudden victory shoot out, with the home team shooting first. There are no timeouts except in the Championship game. Each team receives 1 time out in the Championship game. If there is a 6 goal differential in the third period of any game, a running clock will commence. If the goal differential is reduced to 2, stop time will resume.

Games

Each team will play a minimum of 3 games. Teams must be ready to play 30 minutes prior to their scheduled ice time. The ice will be resurfaced between each game.

Rosters

USA Hockey approved rosters must be submitted with teams application. Only those players on the roster are eligible to play. Birth Certificates must be available on request for all players. Only coaches and players listed on the tournament roster will be allowed on the bench. There is a maximum of four coaches that will be allowed on the bench at any one time. Coaches, please be prepared to show valid CEP cards at all times during the tournament. All coaches will verify their rosters prior to the first game

Equipment

If available, each team is requested to bring both home and away jersey. Visiting teams must wear dark jerseys. If there is a color conflict the visiting team will wear cover up jerseys. All players including goaltenders MUST wear non clear, attached mouth guard.

Penalty Minutes

Minor Penalties – 1 minute 30second, Major Penalties 5 minutes, Misconduct 10 minutes. Any game misconduct will result in a game misconduct and a suspension, to be served during the next tournament game. Any player receiving 5 or more penalties per game will be assessed a game misconduct and subsequent game suspension. Checking from behind will be a 1 minute 30 second minor and 10 minute misconduct. Any gross or match penalties will result in ejection from the tournament. Each team is responsible for manning their penalty box door.

Tournament rules (continued)

Scoring

All games will be scored on a 5 point per game system as follows; 2 points for the win, 1 point for a tie, 0 points for a loss; 1 point per period won; ½ point per period for a tie. In the event that the teams are tied for a position after all regulation games, the following tiebreakers will be used;

- 1) Winner of head to head completion
- 2) Lowest goals scored against (GA)
- 3) Most total goals for (GF)
- 4) Fewest penalty minutes
- 5) Toss of coin

* The home team during championship and consolation games will be the team with the higher ranking.

The above rules are subject to modification and changes by the Board appointed Tournament Chair and committee. All decisions by the Tournament Coordinator are final. Any questions or concerns are to be discussed with Tournament Coordinator by the team manger or coach only.

Any changes to these rules will be distributed to all teams at check in time. All teams must check in one hour before their first game.

Awards will be given at the end of each consolation and championship game.

DUE TO INSURANCE REGULATIONS, NO SPECTATORS ARE ALLOWED ON THE ICE SURFACE. PLEASE INFORM ALL PARENTS OF THIS POLICY.