



MENTOR YOUTH HOCKEY
2020 ICE OF MARCH
TOURNAMENT
MARCH 13-15, 2020 | MENTOR, OHIO



Rules Quick Reference: Mites

- Games will be played half-ice and mite-size goals will be used. Two half-ice games will be played simultaneously, one at each end of the ice. Each team will share a bench with its opponent.
- All games will consist of three 15-minute periods and consist of ten (10) ninety (90) second running clock shifts per period. The clock will stop and the buzzer will sound every 90 seconds for shift changes. The referee will pick up the puck while players change, and will toss the puck in the nearest corner to resume play. The clock will start after a shift change when the first of either two games begins play. There will be a 1-minute rest between periods.
- Face-offs will occur only at the beginning of each period, **and after a goal is scored**.
- When play is stopped due to the goalie controlling the puck:
 - A whistle will signal the attacking players to leave the zone, allowing the defending team to control the puck.
 - The attacking team must skate out towards the mid-point of the game area.
 - Once all the attackers have exited the zone, simultaneously, the attacking players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone.
- There is no center ice (red) line, and therefore no icing or off-sides will be called.
- All penalties will result in the player being removed from the ice for the remainder of the current shift. The referee will not blow the whistle, but will escort the player to the bench.
- If a puck from one game enters the playing area of the other game:
 - The clock will continue running
 - The game that did not lose a puck will continue play
 - The referee will return the puck to the game that lost the puck, possession will be given to the team defending the zone closest to the middle of the rink, and play will resume without a faceoff (similar to when a puck is frozen by a goalie).
 - No player may leave their playing area to enter the other game's playing area, under any circumstances
- If an injured player causes a stoppage in play in one game, the clock will stop, and both games will stop until the injured player has been attended to.
- One (1) referee will be on the ice for each game (a total of 2 referees for two games playing simultaneously).