



Minnesota Wild Holiday Mite Jamboree Format

December 27-28, 2022

Game Format Details:

- Teams should be fully dressed and ready 5-10 minutes before their scheduled ice start time. Teams will line up in the hallway outside of the locker rooms. Event staff will help with this process.
- The first 5 minutes of your ice time will be used for a quick transition of getting the 4 teams off the ice, and the next 4 teams onto the ice. Please allow the teams on the ice to exit before your team hops on the ice.
- The game clock will be set to 30 minutes, and will start exactly at the start of your session. Talk to your team before on what you'd like them to do for a warm-up on the ice...it's only a few minutes so our advice is to keep it simple.
- Play will be 4 on 4 with 1 padded goalie.
- Play will be ½ ice with the goals set up on the goal line and the red line.
- There will be hard board dividers set up across the red line, making two equal sized rinks. Teams will be expected to share the same bench during their game.
- Coaches may be asked to help set up and move the hard board dividers based on the schedule.
- Intermediate sized Mite nets will be used.
- Each game will have one (1) on-ice official.
- There are no off-sides or icing, play will be continuous.
- The buzzer will sound every 60 seconds to signal a line change. Coaches please help your players sprint to the bench area at the end of their shift.
- At the start of a shift, the official will spot a puck in the puck drop zone directly across from the benches. This is done to avoid the players coming on to the ice getting tangled up with the players ending their shift.

- After a goal is scored, the team that scored needs to retreat back to the tag up line (the halfway mark off the rink). The team that was scored upon, will get the puck out of their net and can start play from their own net.
- When a goalie freezes the puck, the four offensive players must tag up behind the tag up line.
- When a penalty occurs, a penalty shot will be awarded. The shot will start at the tag up line and the other players will line up approximately 10 feet behind. The official will initiate the penalty shot by telling the player to go. The rest of the players start when the official blows the whistle.
 - = If the player scores, the standard goal tag rule applies.
 - = If the player misses, then the puck is played live. The penalty shooter must tag up.
 - = If the horn goes off during the penalty shot, the penalty shot will continue until the shot is completed. The lines will then change when the referee drops the puck in the puck drop zone.
- If a puck leaves the ice during play, a new puck will be placed in the puck drop zone.
- Teams are not allowed to shorten the bench. All players skate a regular shift.
- If a player is injured, the player may leave the ice and the next player up may enter.
- For penalties, an offending player is not required to leave the ice. A player may be removed from the ice for an irresponsible penalty or a consistently repeat offender. This is up to the discretion of the official and team coaches. Coaches please support the official if one of your players is asked to leave the ice.