

Winter Freeze Mini-Mite Tournament Rules

The tournament rules will apply to the Mini-Mite Tournament:

1. There is a 4-game guarantee. Each team will play four (4) randomly selected games, with the top four (4) teams advancing to the Semi-Finals. A win is worth two (2) points, a tie is worth one (1) point and a loss is worth zero (0) points. If necessary, total goal differential will be used as a tie breaker for advancing to the Semi-Finals. Should the total goal differential be a tie, it will default to head-to-head. If head-to-head play did not happen or was a tie, the tie breaker will be the total goal differential of the final three (3) games, then the total goal differential of the final two (2) games, if necessary. The maximum goal differential allowed per game is six (6). Should a Semi-Final game or the Championship game end in a tie there will be a full six (6) minute overtime to determine a winner (not sudden death).
2. Games will be played half-ice and small goals with a shooter-tooter will be used. Two games will be played simultaneously, one at each end of the ice. Each team will share a bench with its opponent.
3. All games will consist of two 18-minute periods, using a running clock. The buzzer will sound every 120 seconds to signal a line change.
4. Face-offs will occur at the beginning of each period.
5. During shift changes the ref will take the puck to the nearest wall and put his skate on the puck until a player from each team has the opportunity to play the puck, then release the puck for a semi face off. If the ref feels a team is slow playing he will release the puck.
6. When play is stopped due to a goal or the goalie controlling the puck a whistle will signal the attacking players to leave the zone. The zone will be marked as the mid-way point, as marked by a sign on the boards. The attacking team must skate out past the marked mid-way point. 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.
7. There is no center ice (red) line, and therefore no icing or offsides will be called.
8. All penalties will result in the player being removed from the ice for the remainder of their current shift. The player will be replaced by a player from the bench.
9. If a puck from one game enters the playing area of the other game, the clock will continue running, and the game that did not lose a puck will continue play. The referee will return the puck to the game, 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 goalie). No player may leave their playing area to enter the other game's playing area, under any circumstances.
10. If an injured player causes a stoppage in play in one game, both games will stop until the injured player has been attended to. The clock will stop if a player is injured.
11. Scores will be posted shortly after the conclusion of each game
12. One (1) referee will be on the ice for each game (a total of 2 referees for two games playing simultaneously).
13. The scoring team has the right to wave off any goal that they may score during a game.

TEAMS/COACHES:

1. It is recommended that teams should be composed of eight to twelve (8-12) skaters.
2. Teams must start the game with a minimum of four (4) players.
3. Each team will play with four (4) skaters on the ice at a time.
4. No coaches will be permitted on the ice during the game, except for injuries or as requested by the referee.
5. It is the responsibility of the coaches to expedite the players getting on and off the ice during shift changes.
6. A MVP puck will be presented to the MVP of each game, for both teams (each team will receive one). The coaches from the opposing team will nominate the MVP. If the nominated player has already received the "MVP" puck from a prior game, please consider nominating another player.