

Arizona Amateur Hockey Association Mite Select Format and Game Rules

The following rules and guidelines have been implemented to provide consistency and direction to all Arizona Amateur Hockey Association (AAHA) member organizations hosting state-sponsored Mite Jamboree's. Should you have any questions about these rules or the playing format, please contact your association representative to the AAHA Mite Committee or any Mite Committee Representative.

Format

All AAHA sponsored Mite Jamboree's will consist of games in a 4x4 half ice. No full ice games are permitted.

Net Size

All nets used in state-sponsored Mite Jamboree's should be medium sized nets.

Faceoff's

Faceoff's will occur at the beginning of each new shift only (not after goals scored or stoppages in play)

Shift length

Regardless of format, all shifts will be two minutes in length and will be signified by a buzzer initiated by the scorekeeper to indicate line changes.

Stoppages

4x4 Format - A line will be painted/marked on the ice marking the half-way point (or center ice) of the playing surface. When a goal is scored or the defending goaltender freezes the puck, all players on the attacking team will be required to retreat past the half-ice line before again attacking. Referees will be required to blow the play dead if the team or players do not fully retreat to half-ice. The defending team that takes

possession of the puck following a goal or stoppage in play will be required to take the puck behind their own net before attacking.

Scheduling of Select Games

All associations will select a date of their choosing and provide such date to the Mite Committee. Dates must be selected and provided to the committee no later than August 1st. League Games may not be scheduled more than once per month.

Penalties

Play continues while player committing offense goes to the bench for the remainder of the shift. In the event there is a 3rd penalty (in 3 on 3 play) or a 4th penalty (on 4 on 4 play) committed on the same shift and everyone has been sent to the bench—the opposing player who was the recipient of the 3rd (or 4th) penalty will be awarded a penalty shot provided there is at least 20 seconds remaining in the shift.