

Mite Madness 2020

Mite Blue Rules

- 3 ON 3 CROSS ICE WITH SMALL NETS AND GOALIE (No Gear, Goalie cannot leave their feet, violations will result in a goal) - BLACK PUCK. Use the same goal for each period.
- HORN WILL BLOW EVERY 1.5 MIN FOR LINE CHANGES; EACH TEAM MUST SKATE BEHIND THEIR GOALIE'S NET PRIOR TO ENGAGING IN PLAY. MUST PLAY THE PUCK WHERE IT LIES.
- FACE OFF AFTER EACH GOAL. IF REFS ARE NOT AVAILABLE REQUIRES COACHES TO RETRIEVE AND DROP PUCK
- POOL PLAY 15 MINUTE RUNNING TIME JAMBOREE STYLE GAME, 2 PTS FOR GAME WIN, 1 PT FOR GAME TIE, ZERO FOR LOSS. TIEBREAKERS - POOL PLAY POINTS, HEAD TO HEAD, FEWEST GOALS ALLOWED, COIN TOSS. NO OVERTIME FOR POOL PLAY.
- SEEDED/BRACKET PLAY SATURDAY 2 (15) MINUTE PERIODS/SUNDAY CHAMPIONSHIP GAMES 3 (12) MINUTE PERIODS. RUNNING TIME. SEEDING IN ORDER OF PTS. FROM POOL PLAY. SEEDED PLAY & CHAMPIONSHIP GAME TIEBREAKER:
 - o OVERTIME:
 - 5 MINUTES SUDDEN DEATH OVERTIME
 - BLUE LEVEL WILL DO A SHOOTING CONTEST IN LIEU OF A TRADITIONAL SHOOTOUT PICKING 5 SKATERS TO SHOOT FROM HASH MARKS AND THE TEAM WITH THE MOST GOALS IN NET AFTER ALL 5 SKATERS SHOOT WILL BE THE WINNER. REPEAT IF NEEDED.

*ALL SCORES ARE DETERMINED BY THE SCORING BOOTH AND ARE FINAL

**On ice coaches MUST wear a helmet