

2020 Mite March Meltdown Rules



Game Time/Procedures:

- (3) Mite divisions - Blue, White & Red.
- Blue Division comprised of 12 teams.
- White Division comprised of 9 teams.
- Red Division comprised of 4 teams
- All games consist of a 3 minute warm-up followed by (3) 12 minute periods.
- Blue & White Divisions will play cross ice (3 on 3 plus goalie).
- Red Division will play half ice (4 on 4 plus goalie).
- Players change every 90 seconds on the horn.
- The main scoreboard will keep score for the game being played at the far end closest to score board while a portable scoreboard will be used to keep score for game played closest to lobby.
- All games are played with mite size nets - 4.5' wide x 3' high nets.
- Blue & White - Coaches must wear skates and helmet. Coaches are not permitted in the playing area of the ice and should stay behind the blue line.
- Red – Coaches do not need skates and helmet and will be positioned in the bench area.
- Teams should be prepared to play 15 minutes ahead of game time.

Game Supervision/Operations:

- 1 referee per game.
- 1 clock operator per game.
- 2 official scorekeepers.
- 1 Tournament official per game.

Penalties:

- Penalized player must leave play immediately with no substitution.
- Penalized team will play short-handed for the duration of that shift.
- Penalized player can resume play on his/her next shift.

Rules:

- All players must be USA Hockey Rostered.
- Blue/White: Cross ice teams waiting to go onto ice must stay behind the blue line before entering play.
- Red Division will share the same bench and go out through different doors.
- Play resumes when the horns sounds wherever the puck rest at (race for the puck) unless the goalie has covered the puck or a goal is scored.
- Players leaving the playing surface (during shift change) are not permitted to touch the puck once the horn sounds.
- At Red Division in the event a team has fewer than 8 skaters, the player double shifting must report back to the bench area before he/she can resume play.
- Face-Offs - Only happen at the start of each period, after a goal is scored and during an injury time out.
- After goalie covers the puck – Attacking team must retreat to ½ ice to allow opponent to advance the puck.
- No time-outs.
- Teams are allowed to pull the goalie for an extra attacker at any point in the game.

Game Format:

- **Blue Division – 12 teams**
 - Teams divided into two divisions of 6.
 - Each team plays three “pool games” against other teams in their respective division.
 - Seeding to be determined by most “points” after pool games are completed.
 - Each team will play a 4th game against the same Seed # from the other division.
 - #1 Seed from each division will face off in the Championship Game.
- **White Division – 9 teams**
 - Teams divided into two divisions (Murray Division = 5 teams // Jarry Division = 4 teams)
 - Teams will play 3 round robin games against other teams in their division
 - The top 3 teams in each division will move into the playoffs. The top seeds from each division will receive a “bye” and the 2 seed will play the 3 seed from the other division.

- The 4 and 5 seeds from each division will play Jamboree style consolation game (three teams on one side of the ice, each will play two of the three periods).

- **Red Division – 4 teams**

- Each team plays a 3 game round-robin.
- Seeding to be determined by most “points” after round robin games are completed.
- 1st & 2nd place teams with the highest point total will play in championship game.
- 3rd & 4th place teams with the highest total will play in consolation game.

Point System:

- 6 total points are possible per game.
- Teams earn 1 point for each period won and 3 points for winning the game.
- When teams tie a period each team earns ½ point.
- If the final score ends in a tie each team is awarded 1 point.

Tie Breakers used after Round-Robin Play:

- If two teams are tied in points. The following tie breakers are applied:
 - 1) Head to Head
 - 2) Most Wins in all games
 - 3) Least amount of goals against in all games
 - 4) Most shut-outs in all games
 - 5) Total goal differential in all games, with a maximum of +5 in any game. (Thus no team has to run up the score.)
 - 6) Coin flip
- If three teams are tied in points. The following tie breakers are applied to eliminate 1 team:
 - 1) Most Wins in games involving the tied teams
 - 2) Least amount of goals against in games involving the tied teams
 - 3) Most shut-outs in games involving the tied teams

- 4) Total goal differential in games involving the tied teams, with a maximum of +5 in any game (Thus no team has to run up the score.)
- 5) Most Wins in all games
- 6) Least amount of goals against in all games
- 7) Most shut-outs in all games
- 8) Total goal differential in all games, with a maximum of +5 in any game. (Thus no team has to run up the score.)
- 9) Coin flip
- 10) Once 1 team has been eliminated from the 3 way tie breaker the remaining two teams will start over using the 2 team tie-breaker.

Playoff Games:

- The home team will be the highest seeded team in each game.
- Playoff games have a 3 minute warm-up followed by (3) 12 minute periods.
- In case the regulation playoff game ends in a tie, a 6 minute running time sudden death period will be played.
- If the game is still tied after the OT, the following shoot out format shall be followed.
 - 1) Best of 5 shoot-out
 - 2) Best of 3 shoot-out
 - 3) Best of 1 shoot-out until a winner is determined.

SHOOT-OUT RULES

1. The coach may choose any five players he desires as shooters for the first shoot-out.
2. The two teams alternate shooters with the visiting team shooting first and the home team second.
3. The team with the most goals wins the game. If both teams score the same number of goals, a 3 on 3 shoot-out takes place.
4. The coach must use all players on his bench during these shoot outs, before he is allowed to have a player shoot a second time. However, if one team has fewer players, once the team with the smaller number of shooters available completes their roster; both teams may start back over repeating players in the shoot- out.
5. If no team has declared a winner after the second shoot-out, a 1 on 1 shoot-out takes place until a winner has been determined.
6. The visiting team shoots first in the 1 on 1 shoot-outs.
7. 9. USA Hockey Penalty shot rules apply during the shoot-out. Rebound goals are not allowed.