



Wildcat Youth Hockey Association

Mite-cicle Mayhem in memory of Greg Werner

Tournament Director: Roxi Foreman, tournaments@wildcathockey.org

General Rules

Ages/Level:

- Players must be Mite age (U8) players recognized by USA Hockey.

Home/Away & Start Times:

- Home team listed shall wear its dark colored jersey and the visiting team listed shall wear its light-colored jerseys.
- Teams are asked to be at the rink 45 minutes prior to their scheduled game time. In the event the previous game finishes early, teams playing the next game will be expected to take the ice as soon as re-surfacing is completed and/or referees are available. In no event, however, shall a game begin more than 15 minutes prior to its scheduled start time.

Equipment:

- Neck guards are required and mandatory. No exceptions. If a player does not have a neck guard, they will not be allowed to play.

Locker Rooms:

- Locker room assignment will be posted on the locker room door.
- Teams must clean their locker room, and any damages will be billed to the team that was responsible.

On-Ice Officials:

- Referees will be provided for each game. In the event of a referee shortage, one assistant coach from each team (unless otherwise agreed to) will be responsible to fill in.

Protests:

- A game, including its outcome, may not be protested based on the judgments or "calls" made by an on-ice official. A game, including its outcome, may be protested based on the opponent's use of an ineligible player, or on a gross violation of rules or of protocol that clearly has an impact on the game and is to the detriment of youth hockey. PROTESTS MAY ONLY BE RECEIVED FROM THE TEAM'S HEAD COACH, MANAGER OR CLUB DIRECTOR.
- Protests must be only stated to the Tournament Director, or their designee, in a private area. No conversations will be held in the lobby or general areas.

Players, Coaches, Spectator Conduct:

- Our tournament has a zero-tolerance policy, period.
- Wildcat Youth Hockey Association is committed to ensure safety and inclusiveness by identifying and addressing any issues with any player, coach, or parent. **ANY** alleged complaint will have a mandated written report and will be addressed immediately to team officials. Coaches, parents and other team or association personnel may be suspended or expelled from the event, including all games and removal from the rink premises, for conduct deemed by the Tournament Director to be detrimental to the best interests of youth hockey. Such conduct shall include, but not be limited to fighting; inciting fights; obscene language; verbal abuse of any kind; intimidation; refusal and/or failure to immediately heed a directive from a referee/authorized rink personnel/the Tournament Director.

Scoresheets:

- Bench coaches are responsible to keep the score using flip-card scoreboards (provided). Teams can decide to keep the scoreboard together or agree that one team or another will manage the scoreboard.
- The head coach from each team must sign the scoresheet at the end of each game played. Scoresheets will be provided.
- Signed scoresheets are FINAL.

Handshakes:

- Handshakes shall take place immediately after each game.

Results:

- All results will be posted in the lobby as they happen. Updates will be made online at the conclusion of each day's games.

Format, Tiebreakers & Overtime

Pool Play Format (Blue Division):

- Games have been randomly selected.
- Four vs. four plus goalies.
- All games, except for the championship games, can end in a tie. Two points will be awarded for a win, one point for a tie, and zero points for a loss. Championship games cannot end in a tie, see tiebreaker rules below.
- Net goal differential will be tracked and used as a tiebreaker for championship seeding (higher net goal differential is better). In the event of a tie in net goal differential: fewest goals allowed will govern, then most points scored, and finally a coin flip by the Tournament Director (in that order).

Traditional Game Format (White and Red Divisions):

- Winning teams advance to the right, losing teams advance in the consolation bracket to the left.
- Four vs. four plus goalies.
- No games may end in a tie; to keep the schedule on track, non-championship games will be decided by a shootout immediately (no sudden victory period). Championship games will follow the full tiebreaker rules. See tiebreaker rules below.

Timing

- Each game will be allotted 45 minutes:
 - Warmup, 3 minutes
 - Period 1, 12 minutes running
 - Break 1, 1 minute
 - Period 2, 12 minutes running
 - Break, 1 minute
 - Period 3, 12 minutes running
 - Handshake, 4 minutes
 - Total, 45 minutes
- Buzzer every 90 seconds for line changes. EACH NEW SHIFT MUST GO AROUND THE NET/DOTS BEFORE ENGAGING. If a team has fewer than nine players (requiring double shifting), the player(s) who double shift must approach the bench AND CANNOT BE THE FIRST ONE TO TOUCH THE PUCK.
- Timeouts are not allowed during non-championship games. During the championship games of each division (red, white, blue) one timeout is allowed per team, and shall last one minute.

Game Rules:

- The start of each period will be by faceoff. After the initial faceoff play will be continuous.
- Goals will be clearly called by referees, they know the importance of clearly identifying and signaling goal vs. no-goal. A referee's decision is final.
- When a goal is scored, the scoring team must touch their own net, while the scored upon team receives a new puck behind their net.
- When a goalie freezes a puck, the offensive team must retreat to half ice, and the defensive team shall be given a new puck behind their net.
- No off-sides or icing.

Penalties:

- Penalties will result in the player being removed from the ice for the remainder of the shift and the next shift, and replaced with a new skater, to not pose a disadvantage to the team.

Tiebreakers:

- If the game is tied at the end of regulation, the game will be decided by one five-minute sudden victory period.
- If after the sudden victory period the game remains tied, there will be a shootout. The shootout will consist of three different players from each team. The team with the most goals after the three players shoot wins the game.
- If the game is still tied after three players have shot, the shootout will continue one-by-one until a team has won with each team having equal opportunities to score.
- Teams cannot have a player shoot twice until all players have been given the opportunity to shoot.