

Flake Jam Half-Ice Mite Tournament Procedures & Rules

1. **General Rules:** All rules and procedures will be consistent with the requirements of MN Hockey Mite Cross/Half Ice Tournament Sanctioning guidelines.
2. **Participation Eligibility:** Eligible participating teams must be within District 2 OR must be a MN Hockey affiliate youth association that has approval from their home district.
3. **Divisions:** Tournament shall consist of an 'A' Mite (mite 4) division, a 'B' Mite (mite 3) division, and an 8U 'A' (level 4) division.
4. **Format:** All divisions will begin play with 'pool play' which consists of playing against the other 2-3 teams in their 'pool'. The last day will be playoffs consisting of 3-4 levels within each division: The 3rd place teams in each 'pool', the 2nd place teams in each 'pool', and the 1st place team in each 'pool'. Some pools will have 4th place teams. The teams in each level will play a semi-finals game and a finals game. All teams will play 2-3 games during the playoff portion. Most teams will play 4 games during the tournament but some will play 5 games.
5. **Entry Fee:** The entry fee for this tournament is \$435 per team for Mite 3 and 8U – 4 and the entry fee for Mite 4 is \$485 since they are guaranteed 5 games. This will cover the cost of all ice fees, referee costs, and expenses for player gifts that will be awarded to all participants. No gate fee will be charged.
6. **Referees:** For all games, there will be one USA Hockey certified official on the ice.
7. **Rink Arrangement:** The ice rink will be divided into 2 Half-Ice playing areas using our MN Hockey Solid Divider Boards placed on the center line. Teams will share players boxes with one team using each door. The game official will indicate the "tag up" line in the middle of each playing area. Standard goalie nets will be used.
8. **Playing Rules:** This will be a 4 v 4 tournament allowing 4 skaters and one goalie on the ice for each team. There will be no off-sides or icing called. Each game will be allocated 45 minutes of time. This will consist of 2 – 20 minute 'running time' periods with a 1 minute break between periods and a 3 minute warm-up period preceding the 1st period. Each period will begin with a face-off. Upon scoring a goal, or when a goalie freezes the puck, all players from the offensive team must leave the offensive zone and cross the 'tag-up' line. Player changes will occur every minute when the buzzer horn is sounded and the puck must be left where it is on the rink.
9. **Equal Playing Time:** All teams are expected to give equal playing time to all skaters on their roster during each game. Double-shifting or shortening benches may result in forfeiture of your game.
10. **Scoring Differential:** There is a maximum 10 goal differential allowed and scoring for the leading team will not continue until the differential returns to 9.
11. **Penalties:** When a penalty occurs, a penalty shot shall be awarded. Players will line up 10 feet behind the 'tag-up' line and cannot leave until the shooter touches the puck. If the player doesn't score, the puck will be played live and the player who shot the puck cannot shoot on goal again until another player plays the puck.
12. **Ties:** Tie games are allowed in 'pool play'. During 'playoff' play, if the game is tied at the end of the 2nd period, play will continue with only 3 skaters on the ice for each team and the game will be 'sudden death' whereby the next goal wins the game. It will start with a face-off.
13. **Pool Rankings:** Wins are worth 2 points and ties are worth 1 point. Tiebreakers will be based on:
A) Most points B) Head-to-Head C) Fewest goals allowed D) Most goals scored E) Coin Flip