



TOURNAMENT RULES

- A Horn will go off every 1.5 minutes to change lines.
- Any player who is “double-shifting” is required to go back to the team bench and touch the boards before entering the play of the second shift.
- The referee will throw a new puck to a neutral location on the ice between shift changes.
- After a goal is scored or the puck is covered by the goalie, the referee will place a puck behind the net for the team that just was scored upon or covered the puck. The opposing team must back up to center ice each time.
- No more than three coaches from each team are allowed on the bench.
- No player shall be eligible to register for more than one team. Players may not switch teams during the tournament.
- The ice will be resurfaced after every third game.
- Games may begin up to 15 minutes early. Game start times will not be delayed; games may begin even if a team is missing players.
- All teams must submit USA Hockey rosters before taking the ice. This is a USA Hockey–sanctioned tournament, and no players may participate without a roster on file.
- Teams will share locker rooms and benches.
- Teams will be assigned locker rooms, and these rooms are yours to use for the entire day along with those other teams assigned to them.
- Please keep the locker rooms as tidy as possible and respect the other teams you are sharing them with.
- Coaches will be responsible for any damage to locker rooms.
- Game times could be shortened if the tournament is running behind schedule, all decisions are made at the tournament director’s discretion.

MITE MAJORS – 2 DIVISIONS (PLATINUM AND GOLD)

- All games will consist of (1) 27-minute running time period.
- Games will be played half-ice.
- Each team will consist of a goalie and four players on the ice.
- Each team is guaranteed (5) 27-minute games
- Score will be kept by tournament officials, and all decisions are final. No protests will be entertained.
- If a penalty is called, the penalized player must leave the ice for a shift and is replaced by another player.
- Points will be awarded as follows during Round Robin Play - 2 points for a win, 1 point for a tie, 0 points for a loss.
- In the event of a tie in standings, the winner will be determined by:
 1. Head-to-Head Results
 2. Fewest Goals Against
 3. Coin Toss



PLAYOFFS

Teams will be seeded by division (Platinum or Gold) for playoff games on Sunday in a single elimination format. Depending on the number of teams, divisions may be split into two different groups for playoffs, based on overall round robin seeding, to keep playoff games competitive.

TIED PLAYOFF GAMES OR CHAMPIONSHIP

- 2 v 2, 5 minute running time, sudden death overtime. For any penalties called during overtime, another player for the shift will replace the penalized player in the overtime.
- If still tied, each team will select 3 players for a shootout consisting of 3 rounds where the most goals scored wins.
- If still tied, a Sudden Death Shootout takes place. One player from each team will shoot until there is a winner. Shooters must be different players than the previous 3 players selected. Once all players have shot at least once, any player may be selected as a shooter again.

HOUSE/MINORS DIVISION

- Each team is guaranteed four 27-minute games
- Games will be played half-ice.
- Each team will consist of a goalie and four players on the ice.
- No official scores will be kept
- If a penalty is called, another player for the shift will replace the penalized player.

ZERO TOLERANCE POLICY

USA Hockey is committed to creating a safe and fair environment for all participants. Respect for the game, the opponents, coaches, and officials are a critical part of the environment that is created. This Zero Tolerance Policy summarizes required actions to be taken when violations occur. All players, coaches, officials, team officials and administrators and parents/spectators are required to maintain a sportsmanlike and educational atmosphere before, during and after all USA Hockey sanctioned games.

Any player, coach, parent, or spectator who is removed for Zero Tolerance shall not return for the remainder of the Tournament.