Mite Development X-Ice Division

General Structure – Half Ice

- Developed using guidelines set forth by the USA Hockey American Development Model
- Recommended for first & second year Mite aged players as well as the beginner players.
- All games will be played in a half-ice format for the entire season (September – March).
- (22) "Half Ice" game schedule (28 weeks). Minimum of (1) Playoff game for all teams.
- Weekly games played on Sunday mornings typically on Rink A. (games may be scheduled on Holiday's & Mondays)
- Playoffs for these divisions start typically in mid-March. Single game elimination format will used for all playoff games.
- Two or Three Mite Development Divisions (Mite D1, D2, D3) based on team skill level (subject to parity adjustment)
- Two half ice games will run simultaneously on the same sheet. One Game per side.
- Games will be played 4 vs. 4 plus one goalie per team. All teams must have a minimum of 6 skaters plus a goalie to play an official league game. Blue Pucks and Intermediate Nets will be used for all games.
- All games will be (2) 24-minute running time periods. Teams will not switch ends at the end of the first half.
- There will be NO referees on the ice during the regular season. Coaches from each team will moderate/control the game.
- Each team **must** have at least one (1) coach on the ice per game session. Coaches must wear skates and a helmet.
- **ONLY (3)** Coaches will be allowed on the bench per team.
- Game scores will be recorded for parity purposes ONLY. Game results will be used to determine playoff seeding.
- Game scores will not be displayed on scoreboard. Scores will be kept with flip-cards and verified by both coaches at the conclusion of the game. The scoreboard will only be used as a game clock to signal the end of the periods.
- The score keeper will keep track of the game clock and the horn.
- The horn will be used to signal line changes every two minutes. (This may be amended to 1:30 minutes)
- Hard Dividers will be placed along the red line with goals placed in the creases and two more goals near the red line.
- Benches will be utilized by both teams. Each team will have its own door to operate for line changes.
- Goalies are required for each team playing in the game. All players should be encouraged to try the position.
- The whistle will blow if a goalie covers puck. At that time the offensive players must immediately clear the zone/area and allow the defensive players to take the puck out so play can resume. No face off will occur.
- Apart from face-offs, play will be continuous. Face offs will only occur at the start of a period, when a puck goes out of play, for an injured player or after a goal is scored. Face offs will be held in the middle of the ice.
- All players must be in full equipment and teams must be ready to take the ice 15 minutes before the start of the games.
- Teams cannot pull goalie during a regular season game. (Playoffs only – see below)
- All players and coaches must be registered with USA Hockey

Playoff Rules & Format

- All Regular Season Mite Division Rules and Game Procedures will be used during the playoffs including the following:
- (1) Referee will be assigned to each half-ice game. NO Coaches will be on the ice during the playoff games.

Overtime Format

If the game is tied at the end of regulation time, the following standard will be used. Teams will play a Three (3) minute overtime period (not sudden death format) where each team will skate **4 vs 4** plus one goalie per team. If game is still tied at the end of the 3-minute overtime period, the teams will play an additional **sudden death** overtime period of **3 vs 3** plus goalie until a winner is determined.

Goalie Substitution

Teams may elect to substitute (pull) their goalie in favor of an additional skater in the last (1) minute of the regulation game **(ONLY).** Goalie substitution **NOT** allowed at any other point of the game (includes overtime period & sudden death period)