



CYHA MITE SNOWDOWN TOURNAMENT RULES

*It is the intent of Camillus Youth Hockey Association (CYHA)
to provide a fun & competitive tournament for all
participants involved.*

All games will be played under USA Hockey Rules except as stated herein:

1. To maintain the integrity of CYHA and the intent of USA Hockey, the Zero Tolerance Policy will be in effect for all games for the duration of the tournament. Any spectator, player, parent, or coach found to be in violation of improper or abusive behavior will be asked to leave the facility.
2. All teams must submit a copy of their USA Hockey Official Roster. The roster will be verified prior to the team's first game. All coaches will present a valid CEP number prior to their team's first game and show a photo ID.
3. It is the responsibility of each coach and organization to control their team and their spectators' behavior on and off the ice and to exemplify good sportsmanship throughout the tournament.
4. A SafeSport certified team representative must be present any time players are in the locker room. CYHA is held responsible for any damages to the building and will charge back to the association using the facility, the amount of all damages incurred. Each team is expected to leave the locker room clean following its use. All tape, trash, etc. must be placed in the trash can provided. Should you find your locker room not acceptable, immediately contact the Tournament Director before allowing your team to enter.
5. All teams must be dressed and ready to play at least 15 minutes prior to the start of their scheduled game.
6. There is absolutely no stickhandling or shooting pucks/balls, etc. inside or outside of locker rooms, hallways, or the lobby area.
7. Only coaches and players listed on the tournament roster, or tournament officials recognized by the Tournament Director, will be allowed on or near the bench, scorer's table, penalty boxes, or locker room complex. There is a maximum of four coaches that will be allowed on the bench at any one time.

Tournament Format and Regulations

1. All Mite 8U games will be played half-ice and consist of two 20-minute running time periods. As time allows, there will be at least a 3 minute warmup at the beginning of each game.
2. On-ice injuries will be sounded by a double horn, and play will pause. Players must take a knee while the player is assessed by a coach. Once the injured player has left the ice, play will continue.
3. Games will be 4 on 4 plus a goalie. Offsides and icing will not be called. The horn will be sounded each two (2) minutes to allow for player/line change. The on-ice ref will throw a new puck to the boards opposite the bench after each horn. Face-offs will only occur at the beginning of each period.
4. All Red, White, and Blue divisions are required to dress a goalie.
5. No time outs will be allowed during any games.
6. Overtime will not be played in preliminary rounds or consolation games.
7. Penalties (Mite 8U only) will be addressed by the on-ice referee. If a player is clearly in violation of a penalty, that player will be directed by the on-ice referee to return to the bench and a new player can come on the ice. Play will not stop for this.
8. All decisions of the referees and the Tournament Director shall be final. No protest will be accepted against the official's decisions.
9. Awards will be given at the end of each championship game. Due to ice time contractual commitments and game length, there may or may not be on-ice presentation of awards.

Tournament Point System

1. A six-point system will be used for each game:
 - a. 2 points per period win. (1 point awarded to each team in the event of a tied period.)
 - b. 2 points per game win. (1 point per game tie).
2. Total points will determine ranking for Championship and Consolation games. Tiebreakers will be assessed as follows:
 - a. Head to Head competition
 - b. Total Wins
 - c. Team with fewest total goals against (GA)
 - d. Team with most total goals for (GF)
 - e. Coin toss with team having the longest commute calling the toss
3. Ties in the Championship game will be assessed as follows:
 - a. One six-minute period of sudden death overtime will be played.
 - b. Overtime period will consist of 3 on 3 plus a goalie.
 - c. If still tied, 5 players from each team will be chosen. Referee will place a puck at the face-off area. Teams will alternate. Players will skate and shoot on opposing goalie.
 - d. If still tied, 5 different players will be selected, and so on until one team wins.
 - e. A player may only shoot a second time once all players on the bench have had an opportunity.

Tyke (6U) Jamboree Format

1. Mini Mite 6U Jamboree games will be played cross-ice (4 on 4 plus 1 skater in net).
2. Each game will run for 20 minutes. The horn will be sounded every 2 minutes to allow for player/line change.
3. Each team must have at least one coach (w/ helmet) on the ice to assist.
4. Score will not be kept.