

Mites rules & Information

Red & White Play:

- 3 x 12 minute half ice periods.
- 90 second line charge horn, players are to skate behind their net or around dot, depending on bench, prior to playing the puck after line change.
- Scoring team to retreat after goals & tag their own net before playing puck again.
- Non scoring team to skate puck around their own net prior to advancing puck.
- Goalie in full gear using medium sized goals.
- Coaches & seasoned players will act as referees to ensure good sportsmanship, position puck between line changes & adjust net and boards as needed.
- Red (robin robin) & White (pool play) scoring: Points accrued through game: 1 pt. per period for most goals scored, 2 pts. for game win, 1 pt. for game tie.
- Pool play tie breakers: Who won by match-up, then by most goals scored, then by least goals scored against. If that doesn't break the tie, teams to do a shoot-out.
- Shoot-out: 5 players are chosen; all players shoot with teams alternating players. Coin toss to determine who shoots first. If another shoot-out is to be played, 5 new shooters may be chosen.
- Handshakes after each game.
- Medals are given to all players with specialty medals for 1st & 2nd place.
- The scoreboard will record points but will not show more than a 10-point lead.

Blue Jamboree Play:

- 15 minutes Cross Ice Games, 2 minute shuffle.
- 3v3 or 4v4, both teams coaches to discuss & decide prior to game start.
- 90 second line charge horn, players are to skate behind their net or agreeable distance, prior to playing the puck after line change.
- Scoring team to retreat after goals & tag their own net before playing puck again.
- Non scoring team to skate puck around their own net prior to advancing puck.
- Small goals - player in goal (no gear) but can use a goalie stick if preferred, can also play with no goalie (coaches discretion).
- Coaches will act as referees to ensure good sportsmanship, position puck between line changes & adjust net and boards as needed.
- Handshakes after last games only in each jamboree round
- No scores kept - all players get participation medals, these will be handed out to each player while they are on the ice after their last game

Faster skater competition:

- All participants are to be at center ice for their designated time (organized by level)
- Two skaters at one, each start on opposite sides of center ice, making a full lap around the ice. Stop watches will be used to time the lap
- If there is a tie, skaters may be required to skate another lap, which will be used to determine the winner
- Two fast times in the level receive trophies

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