



2026 Mites 8U Select State Championship Tournament Guidelines

Game Format & Playing Rules

- *All round robin games to be played as scheduled using the same regular season playing rules.*
- All teams must submit a copy of their tournament rosters to the hockey ops committee for approval by February 28th, 2026, at which time, they will be locked for the tournament.
- The line-up for each game cannot include any player not on the team's locked roster.
- Only USA Hockey certified coaches are allowed on the bench during the game, to a maximum of four (4) coaches. Other team parents, team photographers/videographers, or anyone else not on a team's roster as a team official are NOT allowed on the bench under any circumstances.
- GAME FORMAT
 - 2-minute warm-ups, 1 minute between periods, as well as 1 minute between games to shake hands & switch
 - 1st Period = 12 minutes in length
 - 2nd Period = 14 minutes in Length
- All games will start at the scheduled time, & period lengths will be adjusted if needed.
- Elimination Game or Championship Finals Tied Game:
 - If an elimination game or championship final game in any division is tied after regulation time, there will be a 6-minute "run time" sudden death overtime period played 4-on-4.
 - If, at the end of the 6-minute overtime period, the two teams are still tied, there will be a three-man shootout. If still tied it will then be a sudden death shootout. In the event of a shootout, the home team will get the option whether to shoot first or second.
 - Any players in the penalty box at the end of regulation time must finish serving their penalties. Any player still serving a penalty at the end of the overtime period is not eligible to participate in the shootout.
 - If a team should have two players serving penalties at the conclusion of regulation time, the overtime will begin 5-on-3 until both of those penalties have been served. At the first available whistle after the penalties have been served, the teams will go to 4-on-4.
 - If a shootout is necessary, the head coaches may choose any three players to shoot, but no player may shoot a second time until all available skaters have had at least one shot.
- To be eligible for bracket play, teams must have played in all round robin games - failure to do so will result in disqualification.

Round Robin Division Standings & Tie Breaker Rules

Points in the standings will be awarded to each team in the following manner, with all points earned used to determine seeding for any semifinal, championship, or consolation games:

- Win = 2 points
- Regulation Ends in a Tie = 1 point
- Loss = 0 points

The following tie-breaker formula will be used to determine the order of finish after round robin play – a tie is reached when 2 or more teams all have the same number of points after round robin play:

- **Two-Way Tie:**
 1. **Head-to-Head** - the results of any games played head-to-head
 2. **Most Wins Overall** – between the tied teams’ tournament games only
 3. **Goal Differential** – Overall goal differential (capped at 6 goals per game)
 4. **Fewest Goals Against** - Combined in all tournament games (capped at 6 goals against per game)
 5. **Coin flip**
- **Three (or more)-Way Tie: ****THIS MUST BE CALCULATED MANUALLY AND MAY DIFFER FROM RESULTS POSTED BY THE SE TOURNEY APP SYSTEM******
 1. **Most Wins Overall** – between the tied teams’ tournament games only
 2. **Goal Differential** - Overall goal differential (capped at 6 goals per game)
 3. **Least Overall Goals Allowed** – Combined in all tournament games (capped at 6 goals against per game)
 4. **Draw Straws**

**Note – At any point during the application of tie-breaker rules for three (or more) teams, if any teams can be eliminated, the tie-breaking process would begin again at Step 1 (Two-Way Tie or Three-Way+ Tie) for any remaining tied teams.*

Locker Rooms

- ***Each team is responsible for ensuring locker rooms are clean when leaving. Any charges from the venue for cleaning will be assessed accordingly.***
- Locker Room assignments will be provided upon arrival, or as far in advance as possible.