

Sauk Centre-Melrose Youth Hockey Association

Mite and Mighty Mite 8U Jamboree Rules

Cross/ Half Ice Tournaments

The following is intended to provide guidelines to sanction cross/half ice tournaments for 8U Mighty Mite and Mite Hockey Tournaments hosted by the Sauk Centre-Melrose Youth Hockey Association:

Team Eligibility: Teams from District 15 are eligible immediately. Any team outside of District 15 must get approval from their MN Hockey District Director.

Jamboree Entry Fee: None

Format: Each team is guaranteed two or three 50-minute run time games depending on number of teams registered.

Game Play time:

5-minute warm up

2 - 20 minute running time periods

2-minute rest time between periods

3-minute team change over to next game warmups.

Officials: See USA Hockey Cross-Ice Officiating Guide.

Medical Attendants: Not required.

Coaches: Each team must have one coach per game to be on the ice with skates and helmet

Rink set up: Soft bumpers dividers shall be used to create cross-ice or half-ice playing surfaces: Half-ice: Soft bumper dividers will be placed on the center ice red line. Teams are to use the player boxes, one team for each door

Tag Up Line: A line will be drawn at the middle of the playing surface as a "tag up" line. This shall be determined by the official.

Hockey Nets: Mighty Mites - Mini nets shall be used with NO goaltenders. Mites: Regular nets shall be used WITH goaltenders.

Playing Rules: Team Play will be decided by the coaches of the teams playing based on the numbers each team has. 3 skaters (3v3) plus a goalie OR 4 skaters (4v4) plus a goalie OR 5 skaters (5x5) plus a goalie There are no off sides or icing. Play is started with a face off at beginning of each period. If the puck leaves the ice surface (over the dividers or glass) there shall be a face off at center ice. If the puck leaves the ice surface but returns by the safety netting the puck shall be played live. Officials should carry extra pucks to keep play moving. When a goal is scored all players from the scoring team must leave the zone and tag up on the "tag up" line.

Playing Rules, Cont...

All the scoring team players must be tagged up at the same time before any attacking player enters the zone. When the goalie freezes the puck all players from the offensive team must leave the offensive zone and tag up on the "tag up" line.

Each attacking player can tag up independently. Any player that does not tag up is ineligible to play the puck until the puck leaves the zone or the player leaves the zone. If a player starts on the other side of the line, he/ she may enter the offensive zone immediately. Players will change on the fly or on the sound of the buzzer horn at designated time increments (60 seconds). When using set times for line changes, players must leave the puck where it is on the rink. Penalties may be assessed if the puck is shot into an offensive zone after the buzzer sounds by a player leaving the ice.

USA Hockey playing rules apply. Offending player is not required to leave the ice. When a penalty occurs, a penalty shot shall be awarded. All players will line up ten feet behind the "tag up" line and cannot leave until the shooter touches the puck. It is acceptable for the shooter to pass the puck or be caught by a defender. Once the shot is taken, if the player scores the "after a goal rule" applies. If the player doesn't score, the puck will be played live, and the player who shot the puck cannot shoot on goal again until another player plays the puck.

NO official scoring will be kept for the purpose of this 8U Mighty Mite/ Mite Jamboree.

Team Rest rules apply as stated in MN Hockey playing rule VIII sub. J para.

TEAM REST: Teams shall not participate in more than two on-ice activities per day, nor shall they participate in more than one tournament at a time (no overlapping days). On-ice activities include games (league, tournament, exhibition, etc.) and/or practices.

There shall be a minimum of two hours between on-ice activities on the same day and ten hours between on-ice activities on consecutive days. The time is from the end of one on-ice activity to the beginning of the next.

Exceptions: 1. For Mites, the rest-time can be reduced to 1.25 hours for on-ice activities of 60 minutes or less. For half/cross-ice activities of 45 minutes or less, up to four on-ice team activities can occur in a day, and the minimum rest time between activities can be reduced to 45 minutes. 2. Teams may schedule a practice before or after a game, without the two hours of rest, at the discretion of the coach and the association.

