

GUIDELINES FOR MITE TOURNAMENTS

- A. Sanctioning of Mite (not Mini-Mite) and 8 & Under Girls Cross/Half Ice Tournaments is permitted. The following guidelines must be observed.
- B. Tournament Rules: Specific tournament rules are to be submitted with the application for approval.
- C. Tournament Format: Pool Play, Bracket or a combination thereof.
- D. Tournament Fee: A minimal team entry fee may be charged to cover expenses. No gate fee is allowed.
- E. Teams: A minimum of nine skaters and a goalie is recommended for 3v3 (10 skaters + goalie for 4v4).
- F. Officials: Recommend using one USAH certified official. See USAH Cross-Ice Officiating Guide.
- G. Medical Attendants: Not required.
- H. Team Rest: Rest rule applies as stated in MH Youth Rules, Playing Rules.
- I. Rink set up:
 - 1. Create cross-ice or half-ice playing surfaces using soft bumpers or solid ice dividers.
 - 2. Cross-ice, dividers on blue lines creating two cross ice surfaces in the two end zones. Center zone is for the players box.
 - 3. Half-ice, divider on the center ice line. Teams use player's box, one team for each door.
 - 4. Line drawn at the middle of the playing surface as a "tag up" line, as determined by the official.
 - 5. Standard goal nets are used
- J. Basic Playing Rules:
 - 1. 3 skaters (3v3) and a goalie or 4 skaters (4v4) and a goalie.
 - 2. There are no off-sides or icing.
 - 3. Game time: two 25-minute halves, running time. Five minute warm up; one minute between halves.
 - 4. Play is started with a face off at beginning of first and second half.
 - 5. When a goal is scored all three (or four) players from the scoring team must leave the zone and tag up on the "tag up" line. All three (or four) players must be tagged up at the same time before any attacking player re-enters the zone.
 - 6. When the goalie freezes the puck the three (or four) offensive team players 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. A player that starts outside of the line may enter the offensive zone immediately.
 - 7. Players will change on the fly or on sound of buzzer horn or whistle at designated time increments (60 seconds). When using set time for line changes, the players must leave the puck where it is on the rink when the buzzer sounds. Penalty may

be assessed if puck is shot into offensive zone after the buzzer by a player leaving the ice.

8. A maximum of 10 goal differential allowed. If the goal differential returns to 9, scoring will resume.
 9. 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 but kept in the ice surface by the safety netting the puck shall be played live. The official should carry extra pucks.
- K. Penalties: 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.
- L. Team Eligibility: Teams may travel no more than 30 miles or be from their own District. Teams leaving their district must get approval from their District Director.