Squirt, Pee Wee, & Bantam Rules

- USA Hockey membership needed
- USA Hockey rules govern play.
- Brackets, pairings, and game times have been set by Fond du Lac Blue Line Tournament Director
- A Squirt- Bantam team is defined as 15 Skaters and 2 Goalie. This is a max perteam.
- Squirt- Bantam will play 5 x 5
- Icing on Penalty Kills will be allowed
- Automatic offsides
- No checking in Bantams
- Slapshots at all levels
- All referee judgement calls are final. USA registered referees will be used.
- All teams must be ready to go on the ice 30 minutes prior to game time.
- No Players will be allowed on the ice until after the Zamboni door closes & Referees are onthe ice.
- Each game will have a 3 minute warm-up prior to the start of thegame.
- Three, 13 minutes stop time periods. There is a 6 goal run time rule ineffect.
- Game OT Rules: 1 vs 1 for 1 minute: For a maximum of three rounds. Player can only beused once in OT. After 3 rounds and no goals are scored, game ends in atie.
- The ice will be resurfaced prior to each game.

(Mite Rules Only)

1. A Mite team is defined at 9 skaters.
2. 2. Each game will be played half ice 4 x 4 with goalie whenpossible.
   a.) If no goalie, W nets will be used.
3. Games will consist of a 3-minute warm-up and two 20:30 minute halfs
4. A horn/buzzer will sound every :90 seconds to alert a change of players on the ice. Changes will happen on the fly. After each horn/buzzer all players must skate toward their net before skating to the puck.
5. One Refs will be on the ice maintaining play and keeping score
6. The use of goalies will be played (if available). If no goalies are available, “W” nets will be used.
7. Fall Fire Up Mites will use black pucks

8. Game Play: When the goalie freezes the puck, the attacking team must retreat past center ice before they can pressure the puck. When goals are scored, the team that scored must retreat back and circle their own net before they are allowed to pressure the puck. The team that gets scored on, must take the puck out of the net and retreat behind their own net before they can attack offensively.

Game Rules:

- 3pts per win, 2pts OT Win, 1 pts OT loss, and 0 points for a loss

- Tie Breakers
- Head to Head
- Goal differential (6 goal cap per game)
- Goals For divided by Goals Allowed
- Goals for divided by Goals For plus Goals against (Goals For/(Goals For + Goals Against))
- Paper, Rock, Scissors

Fall Fire UP

EST 2011

Hockey Tournament