

 MENU
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Entry Successfully Updated

Registration Entry #122979458

- Print Entry
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- Entry Status:
- Registration Session: 2023/24 Tournament Sanction Application
- SportsEngine Account: Rachele Grant
- Entry Filled Out For: Rachele Grant
- Registration Date: 11/20/2023 09:04PM CST

Attachments

Profile



Rachele Grant

Tournament Information

Tournament Title	Mites Winter Classic – Flathead Valley
Start Date	02/16/2024
End Date	02/18/2024
Sponsoring Organization	Flathead Valley Hockey Association
Tournament Website	https://www.flatheadflames.org/
Classification	Mite 8U (Half/Cross-ice)
Type of Teams Allowed	Tournament Fees (1) Tournament Fees, \$250.00
Upload Tournament Rules & Procedures File	Mites_Winter_Classic_Rules_Updated_9-2022 (1).pdf
Tournament Sanction Number	24MT026
Entry Status	Approved

Tournament Director

First Name	Rachele
Last Name	Grant
Phone	14066866520
Home Phone	14066866520
Email Address 1	granrachelleg@gmail.com
Street Address 1	153 S Shooting Star Cir
City	Whitefish
State / Province	MT
Postal Code	59937

Tournament Location

Arena	Woodland Ice Center
Arena Address	705 2nd St E
Arena City	Kalispell
State / Province	MT
Arena Zip	59901
Arena Phone	4067554233

Flathead Valley Hockey Association
Winter Classic Rules - Woodland Ice Rink, Kalispell, MT
Mites 6U & 8U

The following is intended to provide guidelines for Mites and 8 and Under Half Ice Tournament. The tournament will be played under USA Hockey Rules.

Format: Each team is guaranteed four (4) games.

Teams: Teams will be placed in two separate pools.
8U Division shall consist of age appropriate 8U players.
6U Division shall consist of age appropriate 6U players.
Teams shall be categorized based on skill and experience (age) and not based exclusively on age. Playing rules will be the same (consistent) for both pools.

Rink Set-up: Temporary Board Dividers will be used at center ice line to create half-ice playing surface. Teams use the player's box. Intermediate size goal nets are used.

Basic Playing Rules:

5 skaters (5v5) with a goalie.

There are no off-sides or icing. Face-offs are used to start play at the beginning of each period and after a goal is scored.

A buzzer will be used at designated 3-minute intervals for line changes. At shift change ref will toss the puck to the far corner of the ice and to the defending end of the team that is closest to the door.

One referee will be utilized to facilitate the game. When the goalie freezes the puck or the puck leaves the playing surface, the referee drops puck in near corner to keep play moving. Quick face-offs without waiting for all players to line-up.

There is a maximum of a 10-goal differential allowed. If the goal differential returns to 9, scoring will resume.

Penalties - Referee will not call penalties but rather help players follow the rules. In case of flagrant infractions, the referee will escort the player back to his coach where they will receive further instruction.

Game Time: Three (3) 12-minute periods. Run Time. three-minute warm-up and two minutes between periods. A tied game after regulation play will result in a five-minute run time sudden death overtime period. The game will result in a tie if no goals are scored during this overtime period. At the discretion of the tournament manager the ice may or may not be resurfaced after each game depending on ice conditions and tournament schedule.

Locker Rooms: Teams are required to vacate their locker room following each game.

Protective Equipment: All US Teams must adhere to USA Hockey Protective Equipment Rules. All Canadian Teams must adhere to Hockey Canada Protective Equipment Rules.