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## Entry Successfully Updated

# Registration Entry #120717465

- [Print Entry](#)
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- Entry Status: Active 
- Registration Session: 2023/24 Tournament Sanction Application
- SportsEngine Account: Catie Nygren
- Entry Filled Out For: Catie Nygren
- Registration Date: 10/02/2023 05:33PM CDT

## Attachments

## Profile



Catie Nygren

## Tournament Information

<b>Tournament Title</b>	Mite Madness Jamboree
<b>Start Date</b>	02/17/2024
<b>End Date</b>	02/18/2024
<b>Sponsoring Organization</b>	Missoula Area Youth Hockey Association
<b>Tournament Website</b>	<a href="https://www.glaciericerink.com/youth-hockey/youth-hockey-tournaments-23-24/">https://www.glaciericerink.com/youth-hockey/youth-hockey-tournaments-23-24/</a>
<b>Classification</b>	Mite 8U (Half/Cross-ice)
<b>Type of Teams Allowed</b>	Tournament Fees (1) Tournament Fees, \$250.00
<b>Upload Tournament Rules &amp; Procedures File</b>	MISSOULA MITE MADNESS 2024 Jamboree Rules.pdf
<b>Tournament Sanction Number</b>	24MT020
<b>Entry Status</b>	Approved

## Tournament Director

<b>First Name</b>	Catie
<b>Last Name</b>	Nygren
<b>Phone</b>	5096889404
<b>Email Address 1</b>	catie@glaciericerink.com
<b>Street Address 1</b>	1101 South Ave West
<b>City</b>	Missoula
<b>State / Province</b>	MT
<b>Postal Code</b>	59801

## Tournament Location

<b>Arena</b>	Glacier Ice Rink
<b>Arena Address</b>	1101 South Ave West
<b>Arena City</b>	Missoula
<b>State / Province</b>	MT

<b>Arena Zip</b>	59801
<b>Arena Phone</b>	4067280316



# MISSOULA MITE MADNESS

## 2024 Jamboree Rules



1. GENERAL – All USA Hockey rules shall apply except as modified.
2. **Mite games will be played on half-ice. Termite games will be played cross ice. Mites will play with five skaters and a goalie. Termites will play with four skaters and no goalie. The buzzer will sound every three minutes to change lines. All players must change. After a shift change, penalty or goal, play will start with a face off. If puck is frozen by goalie, referee will toss it in the corner. Termites and Mites will play with intermediate nets.**
3. LENGTH OF GAMES – Mite games will consist of a 3-minute warm-up with two 24-minute run time periods with a 2-minute break in between the period. Termite games will consist of a 3-minute warm-up and three 15-minute run-time periods with a two-minute break between periods. Players and coaches are to stay on the bench during breaks in between periods. Warm-ups will start at game start time whether teams are ready or not. **No score will be kept during termite games.**
4. ALL TEAMS MUST BE READY TO PLAY 15 MINUTES PRIOR TO THEIR SCHEDULED TIME IN CASE WE RUN AHEAD OF SCHEDULE.
5. PARTICIPATING TEAMS – All teams, players and coaches must be registered and rostered with USA Hockey.
6. **OFFICIALS – Mites will have one referee. Termites will be refereed by coaches. Please have a coach with skates available to referee.**
7. SPORTSMANSHIP – The tournament stresses sportsmanship. Fighting, abusive behavior, or unsportsmanlike conduct by players, coaches, or parents will not be tolerated on or off the ice. Such conduct shall be grounds for disqualification from the tournament. Game officials have the authority to direct the removal of any person acting in an objectionable manner as well as the authority to end any game at any time they feel that continuing the game would constitute a danger to the players. The outcome of any such game shall be determined by the tournament director. All game misconducts will carry a mandatory one-game suspension.
8. TIME-OUTS – A maximum of one 30-second time-out per team will be allowed in any game. A time-out can only be called during a stoppage of play.
9. NUMBER OF PLAYERS AND COACHES ON THE BENCH – Only 4 people, other than the dressed players will be allowed on each team bench. All people on the bench must be listed on the tournament application and the team roster.
10. DAMAGE TO RINKS AND OTHER FACILITIES – All repair and/or replacement costs associated with any damage caused to any property at the ice arena, hotel, or other facility, shall be borne by the team(s) of the person(s) causing such damage. Immediate arrangements for restitution must be made and violations of this rule are cause for disqualification from the tournament.
11. JERSEYS – It will be the responsibility of the home team to wear light-colored jerseys, and the visiting to wear dark-colored jerseys. The team listed 1st on the schedule will be the Home team.
12. Penalties will result in player going to bench for remainder of shift. A player from the bench will replace penalized player.
13. TOURNAMENT PLAYOFF POSITION – Playoff positions will be posted within 30 minutes after the completion of the last game in each division. It is the responsibility of each coach to determine if his team is in the playoff game and to verify the location and the time of the playoff game.
14. REFUND POLICY – No refunds will be given after teams have been selected.
15. TOURNAMENT PLAY – Two points will be awarded for each win, one point for each tie and 0 points for each loss. If two teams have an equal number of points, and if the teams tied played head to head, their position in the standings shall be determined by tiebreakers 1, 2, & 3 (see below). If 2 or more teams tie and they haven't played Head to Head, skip to step 2.
  1. Head to head game outcome.
  2. Goals for divided by the total of goals for and against. Highest % advances.
  3. Fastest goal scored in the first game of the tournament.In the event of a tie at the end of regulation play in final Mite games on Sunday, the following will take place:
  1. The team shall not change ends.
  2. A one-minute rest period will be allowed after which the teams resume play on a sudden-death overtime basis. Such overtime period shall be a five-minute stop time period, unless earlier terminated by a sudden death goal.
  3. If still tied after the overtime period, a shootout will take place. This will involve five predetermined players from each team alternating taking penalty shots, starting with the visiting team. The team with the most goals at the end of the first shootout will be declared the winner. If the teams remain tied after the shootout, each team will continue with one new player shooting for each team until the tie is broken and we have a winner.
16. **No mite player is allowed to score more than three goals in a game. Any goals scored by a player who already has three goals will be disallowed.**