



## **MITE JAMBOREE 2024 – GAME RULES**

**Rink Area** – All games will be played 1/2 ice, with the exception of the Mite 4's and 8U advanced teams who will play full ice. Four on four plus a goalie (or skate in net).

**Game Time** – On-ice time 60 minutes as follows:

- 3 minute warm-up (except for marquee games)
- 54 minutes of play (can break into halves or periods at coach's discretion)
- 2 min for handshake
- 1:30 or 1:00 horn blown shifts (coach's discretion)

\*Note – During one of your games, we do player introductions with a smoke machine, music, and lights, plus the national anthem. Volunteers will run all of those positions. That game will be 5-10 min shorter.

**Line Changes** – Lines change will be 90 seconds on the horn. Line changes will be modified change on the fly (change on the horn, puck remains live with no face-off). If a team does not have two complete lines, the player(s) remaining on the ice for a second shift must return to the bench and "tag up," at the team door.

**Offsides/Icing** – Offsides can be called at full ice games (where obvious) as a learning opportunity, icing will not be called.

**Penalties** – Penalties are not called. If a coach observes a penalty, the infraction should immediately be explained. Coaches may remove a player from the ice if a penalty is flagrant and/or dangerous and immediately replace them with a teammate for the remainder of the current shift.

**Scoring** – Game scores are not kept. The coach will assist players in taking the puck out of the net and play will continue (no face off). The scoring team should back up to the center line of the rink.

**Positions** – All players must play all positions equal time.

**Coaches** – One coach per team will be on the ice during the games.