

## I-275 League Mite Game Rules

**General:** All coaches are held responsible for the actions of their players during practices, games, and while in the locker rooms. Players leaving the ice surface and locker rooms should enter and exit the ice surface at the nearest door to their said bench. Both teams should not use the same door to enter or leave the ice surface. Coaches should arrange the players before the game to make best use of the benches and 'doors'.

**Ice Time:** All players are to be given equal and fair ice time and the opportunity to play various positions against equally skilled players. There shall be no double shifting unless a team has players missing.

**Jerseys:** When possible, the home teams wear the light colored jerseys. In the event that both teams have the same color jersey, it is the home team's responsibility to wear pullovers.

**Goal Nets:** For all half-ice games, one goal net shall be placed in the standard full ice position and the other goal net 3-4 feet from the mini boards running along the center red line. Intermediate nets are to be employed (no full size nets).

**Game Start/Warm-up:** The time listed in the I-275 League schedule shall be the time that both teams are to take the ice. A reasonable warm-up period shall be allowed both teams (whether or not they are on the ice), commencing at the designated starting time, or at the time the ice becomes available, whichever is later. The warm up shall be two (2) minutes commencing when the Zamboni doors are closed.

Teams will shake hands before each game at center ice. The home team shall notify the referees that this will occur.

**Players:** Each team will be divided into two teams based on experience/talent level. Coaches should arrange their team into most skilled and least skilled players and arrange with the opposing coach to have the most skilled play each other and the least skilled play each other. These line ups may change depending on game-day circumstances and throughout the season as players' progress.

**Goalies:** Each team is required to dress two goalies in goalie gear – one for each game.

**Equipment:** All teams' players, playing in the I-275 League must wear neck guards and mouth guards.

**Referees:** USA Hockey certified referees are to be used for all League games; one referee for each half-ice game. Referees are used to facilitate the game.

### Play Rules:

- All League games will be played in a 4-on-4 format.
- The home team shall furnish official game BLUE pucks.
- Required ice dividers are to be placed across the center red line. All League teams must use the 36 inch high divider boards. (High-density foam pads covered with tear-resistant and puncture-resistant vinyl are not acceptable.)
- Mites will play a half-ice format.
- Games will commence with a faceoff.
- Shifts are 1.5 minutes (90 seconds) in length. The clock will be running time.
- Teams are required to change players on the buzzer. When the buzzer sounds, all players are required to immediately leave the puck and move to the bench for replacements. Players leaving the bench can do so in a manner similar to changing on the fly during conventional hockey. Goalies may play the puck during the buzzer changes.
- When a goalie covers a puck, the referee will instruct the opposing team to move back a "reasonable" distance to allow the defending team to move the puck; no whistle and the clock continues to run.
- There shall be no slap shots and no checking.
- If a stick comes above the knee in a slap shot motion it will be deemed a slap shot and a minor penalty and the referee will give puck possession to the other team; the clock will not stop.
- No empty net situations.
- There will be no off sides or icing. If the puck goes out of play, the referee will determine who sent the puck out and will give possession to the non-offending team at the point the puck went out. The defending team must provide two stick lengths to their opponent upon re-entry and play must start immediately on the referee's command (whistle).
- When one team scores, the referee will take a new puck and throw it into an empty corner at the opposite end and play will restart from that point. No face-offs; just lots of puck touches and play time.
- Following any play stoppage (i.e.: a goaltender freezes the puck), there shall be a whistle from the referee and all players must cease play; the referee will call all players together and then throw the puck to the far end in order to re-start play of the game.
- Game score will be displayed during the game.