

Whitestown Youth Hockey Association Mite Tournament Rules 2019  
Bob Mercurio Shamrock Showdown March 15<sup>th</sup>, 16<sup>th</sup>, and 17<sup>th</sup>

1. Sportsmanship: Our tournaments foster healthy competition and sportsmanship; to ensure WYHA maintains this tournament atmosphere all players, coaches, officials, parents and spectators shall adhere to USA Hockey's Codes of Conduct. Players and coaches will shake hands either before or after each game based on the direction of the Tournament Director. Players, coaches, officials, parents and spectators found to be in violation of the Codes of Conduct by the Tournament Director, will be directed to immediately leave the facility for the duration of the tournament.
2. USA Hockey rules will govern all tournament play.
3. The Tournament Coordinator has absolute authority to rule on any matter regarding the tournament. This includes on-ice and off-ice (ie. locker room). The decisions of the Tournament Officials are final.
4. All WYHA tournaments are USA Hockey sanctioned tournaments. All players and coaching staff must be on the roster and recognized by the national governing bodies of the US (USA Hockey). A copy of your USA Hockey Official Team Roster Form and jersey numbers shall be submitted with your completed tournament application. The use of illegal or unauthorized players will result in the immediate expulsion of the team from the tournament and the forfeiture of all fees paid. **\*\*\*Tournament Fee is \$500 that needs to be paid in full before your spot can be held. If a team drops out of the tournament, without proper notice (30 days), teams will forfeit all payment made\*\*\***
5. Coaches shall verify their team's roster prior to their team's first game and sign their game sheets.
6. Certified officials will be utilized for each game. No coach or other individual from a team will be allowed on the ice during play.
7. If an official calls a penalty on a player, that player will exit the ice and return to the bench and another player may take their place. No additional time will need to be served.
8. All teams must be prepared to begin play 20 minutes before their scheduled game's start time. Teams may dress up to 20 players: 18 skaters and 2 goalies (**except C-mites...no dressed goalies unless agreed up prior to the game and with the Tournament Coordinators approval**)
9. The home team will be listed first on the schedule and shall wear light colored jerseys.
10. Equipment shall meet USA Hockey regulations; strict compliance will be enforced.
11. Locker room assignments will be posted. An adult team representative must be present in the locker room whenever it is occupied by players. Each team is expected to leave the locker room in a clean state after each game. The locker rooms will be inspected after each game by WYHA staff. WYHA will not be responsible for any damages and will charge back the respective association/team using the facility the amount of the damages.
12. Teams shall vacate their locker rooms within 15 minutes of conclusion of their game.

13. If time permits, all teams will be provided a 3 minute warm-up period. The horn will sound at the start and end of the warm-up period. The ice will be resurfaced after every other game.

14. Coaches at all levels shall roll their team's lines such that each player receives an equal amount of playing time.

15. Mite games shall consist of three fourteen (14) minute running clock periods, with a maximum game time of 50 minutes. The official tournament schedule shows allotted time for each game, including resurfacing of the ice (every other game) and warm-up time.

16. Mite "A", "B" and "C" shall be half-ice games, played with four skaters and a goalie (except C-mites...no dressed goalies unless agreed up prior to the game and with the Tournament Coordinators approval)

The horn will sound every two (2) minutes to allow line change. For half-ice games, face-offs will occur at the start of each period. Goalies that make a save or the official blows the whistle, the opposing players must back-off and give the goalie enough space to direct the puck to their teammate.

17. Pond A (warming room side) will use a Digital Score board for score only Pond B (opposite side) will use scoreboard for score and time.

18. Only players in uniform and USA Hockey approved credentials coaching staff may occupy the player's bench area. No more than four (4) coaches are allowed on the bench during a game. All non-skating, rostered players shall be helmeted if residing on the bench during a game.

19. If a team is ahead by 6 goals at any time during a game, additional goals will not be reflected on the scoreboard. If the deficit is reduced to 5 goals, goals will then resume being reflected on the scoreboard, until/unless the deficit again becomes 6 goals or greater, etc. The official score sheet will continue to accurately reflect all goals.

However, please note, for the purpose of goal differential tie-breakers, the maximum allowable goal differential will be 6 goals per game. This will be reflected accordingly on the Standings Board in the goal differential columns for games decided by more than 6 goals. Please remember that teams do not stand to benefit by "running up the score" on an opponent and good sportsmanship is both encouraged and expected.

20. For standings in all divisions, 2 points for a win, 1 point for a tie, and 0 points for a loss, plus 1 point for each period won and ½ point for each period tied for a maximum of 5 points/ game.

21. Tiebreakers to advance to the championship game are as follows:

1. Head-to-head results

\*\*\*If the Head-to-head game results in a tie, skip to #5\*\*\*

2. Win/loss record between tied teams against common opponents (if any).

3. Fewest goals allowed during preliminary round play.

4. Goal differential in games between tied teams against common opponents.

5. Fewest goals allowed in the 1st half during preliminary round play.

6. A coin-flip by the Tournament Director with one member of each team present. The team traveling the farthest distance will call the toss.

22. During the championship game only, if a tie exists at the end of regulation play, the following will take place if time permits: the teams shall play an additional five (5) minute sudden death period. If a tie still exists, an additional five (5) minute sudden death period

will occur. If a tie still exists, the Tournament Director will decide based on the allotted time whether another sudden death period will occur or a shootout. If a shootout occurs, each team will pick 3 players to shoot, then 3 additional until the tie is broken. A player may not shoot again until all players on that team have shot once.

**WYHA reserves the right to modify any rule herein which is deemed not in the best interest of the tournament or amateur hockey. All decisions by the Tournament Coordinator and WYHA are final.**