

MITE – CROSS ICE FORMAT

FORMAT:

- Four game guarantee
- Certified referee for each game
- Half ice
- Championship/Consolation games
- Trophies and Medals for top two teams

GAME PLAY:

- 4 vs 4 format
- (2) 26 minute running time periods
- Horn blows every 2 minutes for shift changes. The time will be held for 8-10 seconds between shifts to allow for player changes.
- If the clock is stopped for an injury – both half ice games being played will be stopped until injured player leaves the ice.
- Face offs - Only at the start of periods and shift changes.
- After a goal is scored, puck is dropped behind the net and the opposing team backs up to center ice to allow break out.
- Penalties - If a player commits a penalty, the ref will ask the player to go to the bench and sit for 30 seconds. Play does not stop.
- Play is only stopped for shift changes and injuries, not goals.
- All games will end with a winner, no ties
- Two points for a win, one point for a tie will be awarded in round robin games.
- Teams will be seeded for the championship and consolation games based on point totals earned in round robin play. Ties will be broken using the Tournament Tie Breaker Rules.

CHAMPIONSHIP – TIE BREAKER:

- In the case of a tie after regulation in the championship or consolation games, the teams will skate a sudden death period for 4 minutes 2 vs 2. The horn will blow after two minutes if the game is still tied to allow for a shift change. If still tied after 4 minutes, a sudden death shootout will take place. Teams will alternate shots until a winner is determined. The coach has the discretion to use anyone they want in the shootout. No restrictions on how many times the same player can take the shot.