

2008 TOMAH YOUTH HOCKEY MITE A/B TOURNAMENT RULES

GENERAL RULES

- *Each team will need to bring copies of birth certificates or approved USA Hockey Roster for review by the tournament representative at registration for age level verification.
- *Locker rooms will be assigned and a key is available. TYH will not be responsible for lost or stolen items. Locker rooms are to be left cleaned and undamaged.
- *TYH has adopted the ZERO tolerance practices for conduct by players, fans, and coaches.
- *All referees will be USA Hockey certified and WHOA registered.
- *Referee decisions will be final and judgment calls may not be challenged.
- *Coaches on the bench need to have a current USA Hockey certification to the appropriate level which is level 1 for Mite and will be REQUIRED to present their card if asked at registration.
- *Team trophies will be awarded for 1st, 2nd, 3rd, place. Hat trick, playmaker, and zero patches with also be awarded.

GAME INFORMATION

Teams need to be ready to take the ice 15 minutes before the scheduled game time. Ice will be resurfaced between games.

*Games will be three 12 minute periods. If there is a 6 goal lead at any time, run time will be enforced until the game ends or the lead is below 6 goals. During run time, the clock will stop for goals, penalties (only for the penalty to be assessed, once play begins run time will resume), injuries or the teams one minute time out.

*There will be a 4 minute warm-up prior to the start of the game. And two minutes between periods.

*There will be NO overtime played. If the score is tied after regulation play for pool games or round robin play see scoring at the bottom for rules.

*All games will be played according to USA Hockey rules with the following additions/exceptions:

If a player receives a FOURTH penalty in a game the player will be ejected for the remainder of the game (the time missed for the ejection for the 4th penalty will not count in the tie breakers), a substitute player will serve the time in the penalty box during a 4th penalty situation.

TEAM SCORING

In pool play and round robin play:

2 Points for a Win.

1 point for a tie.

0 points for a loss.

Tie Breakers will be:

1st-head-to head win/loss record

2nd-goals against

3th-goals scored, up to a margin of 6 in any one game

4rd-least penalty minutes

5th-coin toss (home team calls).

