

2014 Mite General Rules

- * All rules are in addition to USA Hockey Rules.
- * All Mite games will be played Cross Ice per the ADM Model
- * Six points are possible per ice slot. Teams earn one two points for a win and 1 point for a tie, no points for a loss
- * Games consist of a one minute warm-up and three (3) 11 minute running time games per ice session. Round Robin games, which end in a tie, shall remain a tie.
- * Line changes every 60 seconds.
- * Time outs are not allowed.
- * *All players must be properly placed on an association's USA Hockey roster to participate in the tournament.*

2014 Mite Playoff Notes

- * The home team will be the highest seeded team in each game. All games will have a one minute warm-up with three, eleven (11) minute running time periods.

OVERTIME

In case the regulation playoff game ends in a tie, a four minute stop time sudden death period will be played. If the game is still tied after these four minutes, the following shoot out format shall be followed.

- 1) Best of 5 shoot-out
- 2) Best of 3 shoot-out
- 3) Best of 1 shoot-out
- 4) Best of 1 shoot-out until a winner is determined.

SHOOT-OUT RULES

- 1) The coach selects his goalie for the shoot-out. Once the shoot-out starts, he may not change goalies.
- 2) The coach may choose any five players he desires as shooters for the first shoot-out.
- 3) The two teams alternate shooters with the visiting team shooting first, and the home team second.
- 4) The team with the most goals wins the game. If both teams score the same number of goals, a 3 on 3 shoot-out takes place.
- 5) The coach must use all players on his bench during these shoot outs, before he is allowed to have a player shoot a second time. However, if one team has fewer players, once the team with the smaller number of shooters available completes their roster, both teams may start back over repeating players in the shoot out.
- 6) If no team has declared a winner after the second shoot-out, a 1 on 1 shoot-out takes place until a winner has been determined.
- 7) The visiting team shoots first in the 1 on 1 shoot-outs.
- 8) Any player in the penalty box may when the overtime expires may NOT participate in the shoot-outs unless every player on his team has already shot and the shoot out is still in progress.
- 9) USA Hockey Penalty shot rules apply during the shoot-out. Rebound goals are not allowed.

Tie Breakers to determine final standings and playoff pairings

Each team earns 2 points for a win, 1 point for a tie, and zero points for a loss.

The following tie breakers are used to determine any ties. Please note these tie breakers were designed **without** using “Most Goals Scored” as a tie breaker, thus no team has to run up the score in case they might have to win via a tie breaker.

If two teams are tied in points ...

Using all games, the following tie breakers are applied ...

- 1) Head to Head
- 2) Most Wins in all games
- 3) Least amount of goals against in all games
- 4) Most shut-outs in all games
- 5) Total goal differential in all games, with a maximum of +5 in any game.
(Thus no team has to run up the score.)
- 6) Least amount of penalty minutes
- 7) Coin flip

If three or more teams are tied in points ...

Using all games, the following tie breakers are applied.

- 1) Most Wins in games involving the tied teams
- 2) Least amount of goals against in games involving the tied teams
- 3) Most shut-outs in games involving the tied teams
- 4) Total goal differential in games involving the tied teams, with a maximum of +5 in any game.
(Thus no team has to run up the score.)
- 5) Least amount of penalty minutes in games involving the tied teams
- 6) Most Wins in all games
- 7) Least amount of goals against in all games
- 8) Most shut-outs in all games
- 9) Total goal differential in all games, with a maximum of +5 in any game.
(Thus no team has to run up the score.)
- 10) Least amount of penalty minutes in all games
- 11) Coin flip

Once one team is eliminated via any of these tie breakers ...

... If two teams remain, they start back up top using “If two teams are tied in points ...” where head to head is the first tie breaker.

... OR If three or more team remain tied, the remaining teams start above using the 3 or more team tied, tie breaker at #1 “Most Wins and repeat this process. Once one team is eliminated ...

... If two teams remain, they start back up top using “If two teams are tied in points ...” where head to head is the first tie breaker.

... OR If three or more team remain tied, the remaining teams start above using the 3 or more team tied, tie breaker at #1 “Most Wins and repeat this process. Once one team is eliminated ...

Notes:

- 1) When breaking ties it is the goal to determine the BEST team. For example, if three teams were tied and using least amount of goals against, Team A had 25, Team B had 26 and Team C had 28. Team A would be considered the winner of this tie breaker and advance to what ever game this tie breaker was trying to break. Teams B and C would then go back to the top of the 2 team tie breaker as we are always trying to have head to head break any tie.
- 2) Also, if Team A and B had 25 goals against, and Team C had 28 against, then team C would drop out and finish in the third spot these teams were vying for and Teams A and B would go back to the top of the 2 team tie breaker.
- 3) The MLHA Tournament Director reserves the right to further interpretation of all tournament rules.