



QUICK REFERENCE GUIDE

MITE LEVEL	WARMUP TIME	PERIOD LENGTH	MINOR / MAJOR PENALTY
DIVISION 1	3:00 MIN	12:00 MIN	2:00 / 5:00
DIVISION 2	3:00 MIN	12:00 MIN	2:00 / 5:00
DIVISION 3	3:00 MIN	11:00 MIN	1:30 / 4:00
HOUSE	3:00 MIN	11:00 MIN	1:30 / 4:00

- TIED GAME PROCEDURE: NO OVERTIME—IMMEDIATELY PROCEED TO THREE PERSON SHOOTOUT (THREE DIFFERENT PLAYERS MUST SHOOT)
- IF GAME IS NOT DECIDED BY THE END OF THREE ROUNDS, TIE GAME IS DECLARED
- 5 GOAL DIFFERENTIAL IN THE THIRD PERIOD RESULTS IN RUNNING CLOCK (STOP TIME RESUMES IF DEFICIT IS DECREASED TO 4 GOALS)
- ONE TIME OUT PERMITTED PER TEAM PER GAME
- “3 UP 3 DOWN RULE” MAY BE USED TO FILL A ROSTER ONLY UP TO 10 SKATERS AND A GOALIE. BORROWED PLAYERS MUST BE CLEARLY LISTED ON THE SCORESHEET AND IT MUST BE DENOTED WHAT TEAM AND LEVEL THEY ARE OFFICIALLY ROSTERED ON