



**Black Bear Hockey**  
**2026 Ike Lee Memorial Mite Tournament**  
**Jan 24<sup>th</sup> & Jan 25<sup>th</sup>, 2026**

**Rink & Tournament Information**

**Please be sure all parents, coaches, and players are aware of the following:**

- All games will be played at the BOR- 25 Auditorium Hill, Barre, VT 05641 or Central Vermont Memorial Civic Center (CVMCC) 268 Gallison Hill Rd, Montpelier, VT 05602
- Admission:
  - Players, 3 Coaches per team, and kids under 12 free
  - 13+, \$7 weekend pass or \$5/day
- No food allowed in locker rooms and locker rooms should be free of garbage when departing. Lockers rooms may need to be shared by teams.
- No spectators will be allowed behind the benches.
- Concession and apparel will be available and Cash, Venmo and cards will be accepted
- No artificial noisemakers (cow bells, airhorns, etc.)

**Tournament Rules**

- Game Time: All teams must be ready to take the ice 15 minutes prior to scheduled game time.
- Game Time Adjustments: Tournament Director reserves the right to adjust the scheduled times of games, if necessary, to accommodate tournament structure and/or ice availability- no game will start more than 15 min Early.
- Jersey Colors: Home teams wear dark colors, away wear white.
- Polar, Kodiak and Cave = Cross ice format; 3 on 3 with goalies or ½ Ice with 4 on 4 with goalie
- Grizzly = ½ ice format; 4 on 4 with goalies
- 24-minute games 1:30 shifts. In the event of a long injury, the clock will stop.
- Any player double shifting is required to go back to the team bench and touch the boards before entering the play of the second shift.
- Puck Thrower will drop the puck for a face-off to begin the game and toss a puck into a neutral location during line changes.
- Penalties will result in the player involved being sent off the ice back to their bench. The player will not be replaced until the end of that shift.

- In the event of a saved goal, the offensive skaters need to skate back to half before the play is continued.
- Score will be kept by coordinator Volunteer's as well as coaches; disputes will be ruled on by Tournament Director and are final.
- Our games are officiated by volunteers, some of which are still children. There is zero tolerance for any abusive or aggressive language from coaches, players, or spectators.

## **Seeding and Bracket Play**

### **Grizzly**

- Each team is guaranteed 5 games in a round Robin- Then Top 4 teams play for Championship.
- The following point system will be used:
  - ○ Win – 2 Points
  - ○ Tie – 1 Point
- Playoff games will be 24-minute games, played 1/2 ice, 1:30 min shifts.
- The championship game will be 30 minutes, played ½ ice, 1:30 min shift.
- If playoff games are tied after regulation the following format will be used
  1. 6-minute sudden death.
  2. If still tied, each team will select 3 players for a shootout. Most goals win.
  3. If still tied, Sudden Death Shootout. 1 player from each team until winner. Must be different players than the previous 3 players selected.

### **Kodiak, Cave and Polar**

- Each team will play 4 round robin games and be guaranteed at least 1 tournament game on Sunday. Then the Top 4 teams play for the Championship.

The following point system will be used:

- ○ Win – 2 Points
- ○ Tie – 1 Point
- Playoff games will be 24-minute games, played 1/2 ice, 1:30 min shifts.
- The championship game will be 30 minutes, played ½ ice, 1:30 min shift.
- If playoff games are tied after regulation the following format will be used

4. 6-minute sudden death.
5. If still tied, each team will select 3 players for a shootout. Most goals win.
6. If still tied, Sudden Death Shootout. 1 player from each team until winner. Must be different players than the previous 3 players selected.

If, at the end of the pool play games, two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking formulas, which will be followed until one rule determines the position of all teams that are tied:

1. Head-to-Head
2. Least number of goals allowed during tournament play.
3. Total goals scored, minus total goals allowed, during the pool games.
4. Most goals scored during the tournament.
5. Coin toss by tournament director

**Questions:**

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