

MITE MADNESS 2020

MITE RED RULES

- 4 ON 4 HALF ICE WITH FULL SIZE NETS WITH GOALIE IN FULL GEAR. BLACK PUCK. USE SAME GOAL EACH PERIOD.
- HORN WILL BLOW EVERY 1.5 MIN FOR LINE CHANGES; TEAM CLOSEST TO THEIR GOAL MUST GO BEHIND THE NET. TEAM FURTHER AWAY MUST SKATE AROUND THE FACE OFF DOT. SKATERS DOUBLE-SHIFTING MUST SKATE BACK TO THE BENCH AND "TOUCH UP". TEAMS MUST FACE-OFF AFTER EACH SCORE AND BEGINNING OF EACH PERIOD. TEAMS MUST PLAY PUCK WHERE IT LIES. IF GOALIE COVERS PUCK, OFFENSIVE TEAM MUST RETREAT TO CENTER ICE
- ON PENALTY THE PLAY WILL BLOWN DEAD AND PUCK TURNED OVER.
- ROUND ONE POOL PLAY- 15 MINUTE JAMBOREE STYLE GAME WITH RUNNING TIME. 2PTS FOR GAME WIN, 1 PT FOR GAME TIE, 0 POINTS FOR LOSS. SEEDING DETERMINED IN FRIDAY NIGHT PLAY. NO OVERTIME FOR POOL PLAY. TIEBREAKERS: POOL PLAY POINTS, HEAD TO HEAD, FEWEST GOALS ALLOWED, COIN TOSS.
- SATURDAY 2 (15) MINUTE GAMES AND CHAMPIONSHIP PLAY SUNDAY, 3-12 MINUTE PERIODS, RUNNING TIME.
 - o OVERTIME:
 - 5 MINUTES SUDDEN DEATH OVERTIME
 - SHOOT OUT (PICK 3 SHOOTERS), THEN IF STILL TIED PROGRESS IN SUDDEN DEATH THROUGH REMAINING ROSTER, SHOOTERS MUST STAY IN ORDER
- *ALL SCORES ARE DETERMINED BY THE SCORING BOOTH AND ARE FINAL.
- ***On ice coaches MUST wear a helmet